Weekend at West Point

COVER STORY

"Gotcha." Cadet Peter A. McDonald could be
saying as he captures an entire Napoleonic division during the Wargaming Conference held May
1 & 2 at West Point.

Organized by Cadet McDonald, the conference
was attended by the best from St. Johns University, Columbia, CCNY, New York University,
the Naval Academy in Annapolis, Maryland, and
of course West Point.

Featured at the two-day conference, sponsored
by the Military Affairs Club which paid most of
the visitors' expenses, were Naval Games, Miniatures, Napoleonics, and Board Games

In another corner of the globe, a great proponent of "wargaming as a national sport,"
Russell Powell, was successfully wrapping up
Spartan International's Fall River Convention (see
Infiltrator's Report).

The West Point and Fall River conclaves have
gotten the convention season off to a rousing
start – it's going to be an interesting summer for
the wargamer. . .
Cover photo courtesy William R. Crites

Avalon Hill Philosophy - Part 28

DESIGN & DOCUMENTATION

The most oft-asked question has been, "how
do you design a game?"

The General is not going to give away any
trade secrets — but is at liberty to repeat in this
column the trials and tribulations of obtaining
historical data. And this area of game production
is the hardest part — the actual designing of the
game is somewhat secondary and often comes
quite easily to the imaginative and creative mind.

But getting accurate data is bullwork; work
that often is short-cut for the sake of turning out
a product. Avalon Hill avoids this short-cut
pitfall, preferring instead to "publish when ready"
instead of rushing a new game into print simply
to maintain a seasonal schedule.

A typical case in point deals with our latest
effort — Luftwaffe. This game is approximately
2½ years late. Originally scheduled to follow
1914, dissatisfaction in many areas of both design
and research heaped delay upon delay. At one
point three different — and competing — Luftwaffe games were making the rounds among
testers.

Our game is a successor to "12-O'clock High"
which was released by The Simulations Corporation (S&T Magazine) in the Fall of 1970. Designed by S/Sgt. Lou Zocchi several years prior,
his attempts to sell it to Avalon Hill met with
considerable opposition mainly on the strength of
its original design weakness. Mechanically it
moved with lead-foot speed. We had too many of
these already in the line. Meanwhile, the Simulations Corporation had, themselves, designed a
game on the Luftwaffe. This they developed as a
Test Series Game. Then re-developed — and sold
— as "Flying Fortress." Then re-revised as "Flying Fortress II," a kit for expanding upon FFI.
This game was a strategic game; Zocchi's was on
a tactical scale.

But Simulations' attempts to sell theirs to
Avalon Hill also met with opposition. Neither
game was historically accurate as we shall point
up later. But both games were now developed to
the playability stage and outstanding games within their particular concepts.

How did we choose one over the other?

Simple. We held a "contest." Both games were
play-tested by the same people. Zocchi's version
scored higher. Still, Zocchi's was far from optimum. It is to the credit of Simulations Corporation that they helped us reach optimum with
Zocchi's version. They agreed to publish it, as
"12 O'clock High," for the express purpose of
using their customers as a sounding board for
further debugging the game.

Historical Accuracy

Avalon Hill's major preoccupation has been
with historical accuracy. Not content to believe
what is written in text matter, it has been
customary for AH to go to "live" sources such as
heroes and/or witnesses to the events for corroboration of data.

Early versions of Simulations' Luftwaffe Game
included B-29s which never even flew in Europe.
You also played with P-80s and P-51Hs which
never flew in World War II. Yet there they were

in the game, big as life. Apparently these planes
belonged in the "What If" versions of the game.
Suppose 25,000 games would have been printed
commercially before discovery of the omission.
Egad.

This resulted in Avalon Hill's insistence that
Zocchi place his research under closer scrutiny,
double checking all material against all reliable
sources — and then some. The "then some"
appeared in the person of Paul J. Vercammen,
editor and publisher of AIR COMBAT Magazine.

A three-way rapport was established between
Avalon Hill, Zocchi and Vercammen. Vercammen
took more than just a cursory interest in the
project. He presented historical data that, in a
few cases, corrected Zocchi's research data which
in itself had been exhaustive and derived from
rather un-impeachable sources. Vercammen also
furnished Avalon Hill with all aerial photos used
in the Manual. He also questioned and re-wrote
portions of the manuscript that now appears as
background material in the Manual. At various
points in the preparation of the manuscript,
Vercammen and Zocchi had differences of
opinion. So it went — back and forth between
Vercammen, Zocchi and Avalon Hill until we had
what we considered the "finished" manuscript.

Some of Vercammen's correspondence to Zocchi and Avalon Hill was more verbose than the
actual manuscript, as if he had a personal interest
at stake. Some of the exchanges went like this —
(Zocchi's text in italic; Vercammen's in bold
face):

Vercammen to AH:

**Mr. Zocchi wrote me a long letter defending
some of his viewpoints. In general I think Mr.
Zocchi has done a fine job. His viewpoints differ
from mine — well that seems to be the general
problem with "historians." However I do feel it is
somewhat stereotyped — the viewpoint found in
most postwar publications. The corrections I
made are views based on reports only come to
light in the past few years. I think by correcting
here and there, a better perspective will be
presented.**

Zocchi to Vercammen:

*I am particularly grateful for your comments
on my historical summary. Your comments have
enabled me to re-write the summary with a much
better perspective. When I look at the considerable number of corrections you've made, I feel
called upon to discuss further with you my
reasoning for a few points which you've indicated
are wrong. For instance, if the British and French
had attacked promptly Hitler's western wall
would have crumbled and the blood bath might
have been averted — your comment, "I doubt
this," leaves me wondering.*

Vercammen to Zocchi:

**I agree with the political aspect which you
described so well. Militarily and technologically,
it would have been impossible for both France
and England to do much about Germany's interference in Poland. Germany's motorized divisions**

were far superior to France's and England's. Germany's supply lines were far superior. Britain at that time had little to offer in motorized equipment. Type for type, Germany's tanks and artillery were far superior to what France and England (and Poland) had to offer. And we haven't even mentioned the Luftwaffe which — as you know — at that time was far superior to what England or France or the Low Countries had to offer. Because of these points I doubt if the western wall would have crumbled — or a major war averted. For this reason I feel the sentence should be altered.

For Vercammen to have gone to such great length to check out but one sentence of historical opinion, readily gives the reader an idea of to what lengths he went in helping Zocchi and Avalon Hill present a properly researched game. We have only quoted the highlights of his western wall opinion — his actual text on this subject ran 340 words.

Zocchi to Vercammen:

Why have you deleted my reference to the German Pilot training program? Hitler made no effort to increase pilot training until 1944.

Vercammen to Zocchi:

Hitler foresaw a short war. Numerically during the Battle of Britain period it was hardly necessary to increase fighter pilot training. The impression I got from reading your text was that the "battle" was lost as a result of pilot shortage. Actually, the bomber threat of U.S. aircraft over Germany became realistic near the end of 1943. Nightfighter training was increased effective 1940.

Zocchi to Vercammen:

Thanks for telling me that the losses I had for the Luftwaffe also included its land army units. I did not know this was the case and am most grateful for your calling it to my attention.

I wish I had known of your academic achievements before. I had a hell of a time deciding which aircraft was better than which. I'm beginning to feel as though the only time I open my mouth is when I want to change feet. I'd like to have your opinions on the ratings given to each plane.

Vercammen to Zocchi:

The "number rating" for each aircraft is very interesting. I think the numbers given to the planes you listed are realistic enough and do not warrant any changes. I do have some comments on a few aircraft — I am not sure what part they play in your game.

JU88 — "O" — Is this as a daylight fighter? If so, your "O" seems correct if fighter opposition is encountered. As a nightfighter however, I would guess a "3" would be in place; as an attack bomber at least a "2."

HE162 — "5" — This one is strictly theoretical. Some sources claim that the 162 never made an operational flight — I talked to an ex-162 pilot who did claim a few operational missions. I have my doubts about entering this plane in the game.

The ME262 did have its own starter unit and was therefore independent from ground carts.

The starter consisted of a Reidel two-stroke engine which had its own fuel supply — B4 fuel in a small tank of approximately four gallons. There would not have been any problem starting up the engines. The aircraft fuel used by the ME262 was basically J2 diesel oil. I believe, but I may be wrong, that there was not a serious problem obtaining this fuel. A large percentage of German army equipment used this fuel. In addition, it is a crude form of fuel which did not have the refinement of the higher octane conventional aircraft fuels. J2 storage facilities were well dispersed. So I don't feel there was the problem of "having the stuff available." I question whether it was feasible for the German transport network to distribute this fuel to the bases from which the 262 operated. The bases were, as you understand, a network of small wooded areas near large highways from which the planes took off.

FW190 vs P-51: I would say the aircraft were equal. This of course is a generalization. Some subtypes were better than others and combat conditions varied from low to high altitudes, etc. In general — yes — they were just about equal.

While I think of it, to start the small Reidel engine a 20 volt battery was required. These batteries were standard military hardware — found in heavy trucks, tanks, etc. Therefore no problem would be encountered if the 262 had to land at other bases or highway stretches.

Mr. Zocchi, I am not trying to be over-critical — merely trying to express some feelings and bring out some points. The main objection I had was the "toning down" of German equipment. I am not a German, far from that — lived under occupation during the war years as a young boy in Holland about two miles from a large Luftwaffe base. The villa of my parents was taken over and used as Staff HQ. Consequently, I was able to make several trips to the base. In defending some of the equipment used I am not putting in personal feelings. Sure, I have seen 110s downing P-51s, 110s downing Mosquitos. This is beside the point. I am looking mainly at the facts and figures from Luftwaffe reports, U.S. reports, factory reports, test reports, etc. The 110 was a great aircraft. And, in a way, so was the Stuka. I have done a lot of research on enemy equipment. I understand design philosophy, being an Aeronautical Engineer by profession — plus flight test experience.

Your article gives me the impression that the Luftwaffe was an easy victim. It wasn't. It was an outstanding organization using top personnel and equipment. This makes the victory so much sweeter, doesn't it?

Your research was well done — the statistics are impressive. But I do feel more objectivity is required in the Manual, and the Avalon Hill people do need this in their games which, after all, are conducted by a professional "customer."

It is impossible to reproduce here every word that passed between Vercammen and Zocchi — an entire issue of The General would be required. We have summed up the highlights to give you an inkling of what transpired during the various development stages of a new game. In one of his literary exchanges with Zocchi, Vercammen details his eyewitness accounts of an RAF raid on the airfield of Gilze-Rijen.

The day was September 3, 1944 — about 5 P.M. on a Sunday. 200 plus Lancasters blew up the entire base. The formation included several Halifaxes. One of them was shot down and a DO217 became the victim of a Spit. With this I will close my letter, it turned out to be much longer than I anticipated. I can only congratulate you on the research done. On your article, as I said before: The Luftwaffe — too much blame on Hitler and Goring, not considering other factors such as numerical advantage of the Allies. You undersell the RAF's effort in the war in the air. You have the USAAF just about right. On the Russian Air Force, no comment. I do not have sufficient material which could make me agree or disagree. On your statistics — great job.

The "great job" is Vercammen's — for taking the time, trouble, and effort to play the part he did in the capacity of Technical Advisor. We must assume that as editor and publisher of AIR COMBAT, the same attention to accuracy goes into the pages of this fine magazine.

Actually titled AIR COMBAT 1939-1945, it is distributed by Eagle Aviation, P. O. Box 82, Rockaway, New Jersey 07866 for $6.00 per year, $1.00 per issue. Photos that appear in this bi-monthly magazine are not of models, but almost impossible to come by — black and white *and* color shots of actual planes, many with the war-aces who flew them. All photos appearing in the game Manual were supplied by AIR COMBAT.

Authentication of the research material thus cleared the way for the final phase in the design of the game. With proper data on hand, the "number ratings" were properly adjusted although, as Vercammen stated, Zocchi had pretty much nailed this aspect down in its proper perspective.

Nevertheless, it was Avalon Hill's job to coordinate with Zocchi the relationship of the number ratings to the actual game mechanics. At this juncture, the game was already being distributed through S&T Magazine as "12 O'CLOCK HIGH."

But at Avalon Hill's insistence, Zocchi effected many rule changes and clarifications. R & D people at AH always take a controlling hand in some phase of design, regardless of who the original work is consigned to. Even with Panzerblitz AH found it expedient to effect last-minute changes for the sake of production and instructional clarity.

So it was with Luftwaffe. During the Trade Show phase Luftwaffe was still being tested, even after the Box, Board, and Plane Counters had been printed.

And by the time this final testing procedure was finished, Luftwaffe resembled very little its predecessor, "12 O'CLOCK HIGH."

Designing a new game is not all "peaches and cream," nor is the procedure so cut and dried as many amateur designers contend.

And without touching the design procedures and problems in the above text, we hope that the above has been sufficiently exacting to make one stop and think twice before embarking on the long and winding road of game designing.

At the very least, we hope this column has answered some of your inquiries by shedding light on a very important phase — design and documentation — in the many-phased procedure of publishing a wargame from scratch.

Panzerblitz MSM

by Dennis G. Mehaffey

It's the end of your half of turn 9. You are playing Situation No. 10 and you are the German commander. For 8 turns now you have successfully held a defensive line, preventing the Russian units from moving onto board No. 3. You have just finished maneuvering your Panzers, making sure that they were all safely tucked away in forests and towns. You have also made certain that your anti-tank guns and mortars were stationed on hilltops, ready to demolish any enemy units that dared to approach your position. Leaning back in your chair and snickering sarcastically, you inform the Russian player that, although there is no hope for him, he may now move.

Suddenly he jumps to his feet, giving forth a sinister laugh and wringing his hands. At first you think that the strain of defeat was too much for him, and that the poor fellow has finally lost his mind. But then you see it. Your heart is throbbing wildly and your eyes are beginning to swell. Soon, tears are streaming down your cheeks, as you are forced to just sit and watch as three-fourths of the Russian army pours through the one hex you left unguarded and strolls triumphantly onto board No. 3 for a decisive victory.

Panzerblitz players around the country should recognize this scene. Not only is it painful, but also very frequent. It is the result of a method of movement which is universal to practically all wargames to this date: a method that forces one player to sit still and watch as his opponent's units move right by. The method's limitations have been felt in every wargame, but never so strongly as in Panzerblitz.

Panzerblitz MSM (Modular Simultaneous Movement) is a playable system of simultaneous movement which I developed in response to many demands made by fellow wargamers that movement and fire in Panzerblitz was just too unrealistic. MSM has been play-tested over and over and is presented here in its full form so that others might enjoy a more realistic method of play.

MSM is based on the theory that "a unit's AF is simply the total amount of force that unit can exert in the time of one turn." A similar theory may be stated regarding movement.

In MSM, each turn is divided into six parts, called modules (mods). Each mod lasts one minute. Before each mod begins, players secretly write down orders for each unit, to be carried out on that mod.

These orders are written on an Orders Sheet, which looks like this:

An Orders Sheet may be as long as you wish, but it must always have six vertical columns. The numbers across the top of the Orders Sheet refer to the mods. It is advisable to make ditto or mimeograph copies of the sheets, because one game could take 6 to 48. At the beginning of the game, each player is given an Orders Sheet and lists the PICS number of each unit along the left side of the sheet.

There are seven possible orders a player may give a unit, although a unit may never be given more than one of these orders on any one mod. These orders are: Move, Attack, Engage, Lock-on-Target, Load, Unload, and Stand-and-Defend.

MOVE

Each unit's movement factor has been spread out, as evenly as possible, among the six mods in a turn, as shown in the following table:

MAT (Movement-Attack Table)

	1	2	3	4	5	6
1					1	
2	1				1	
3		1		1		1
4	1		1	1		1
5	1	1	1		1	1
6	1	1	1	1	1	1
7	1	1	2	1	1	1
8	1	2	1	1	2	1
9	2	1	2	1	2	1
10	2	2	1	2	2	1
11	2	2	2	2	1	2
12	2	2	2	2	2	2
13	2	2	3	2	2	2
14	2	3	2	2	3	2
15	3	2	3	2	3	2
16	3	3	2	3	3	2
17	3	3	3	2	3	3
18	3	3	3	3	3	3
20	3	4	3	3	4	3
22	4	4	3	4	4	3
24	4	4	4	4	4	4
40	7	7	6	7	7	6
50	8	9	8	8	9	8
60	10	10	10	10	10	10

ORDERS SHEET

unit PICS #	1	2	3	4	5	6
	B7	B8	LOT	A/D9	A/D9	--

The numbers on the left of the MAT refer to the MFs of the various units. The numbers in the boxes refer to the number of clear terrain hexes a unit with that MF can move on any particular mod. As you can see, a unit only receives a small part of its MF on each mod. A unit with a MF of six can move one clear terrain hex per mod.

To order a unit to move on Mod No. 1, refer to the number on the left side of the MAT which corresponds with the MF of the unit to be moved. The number in the box to its right will give you the number of clear terrain hexes it can move on Mod No. 1. Now refer to your Orders Sheet. In the box to the right of that units PICS number, write the coordinate of the hex on which that unit will be located at the end of that mod. If a unit is to pass through several hexes on a mod, list the coordinates of all hexes passed through.

It costs ½ MF to move along a road. Therefore, if a unit has a MF of two on Mod 3, it may move 4 road hexes on that mod. However, it is not necessary to write down all hexes passed through. Simply write down the coordinate of the terminal hex and put a small case "r" next to it. This signifies that it moved along the road.

Units may not use the road bonus while stacked together (unless they are carrier units stacked with non-vehicular units). Units entering the board along a road may not end the mod stacked together, but must stop, one behind the other. This is a realistic representation of having to "string" one's units out along a road in real life situations. Units may, however, travel along road hexes while stacked together, but only one may use the road bonus. The others are considered to be moving along the side of the road and are subject to the terrain surrounding a road.

When two friendly units pass each other going opposite directions on the same road, or meet at the same time at a road junction, both units must stop as soon as they reach a common hex. On the next mod, one unit may continue along the road while the other must wait until the next mod to move.

If a player chooses not to move a unit on a mod, the MFs for that mod are lost and may not be used at a later time.

SLOPES

A unit must wait until a mod in which it has enough accumulated MFs before it can move onto a slope hex. In MSM it costs 3 MFs to move up a slope and 2 MFs to move down a slope. It costs 2 MFs to move along a slope, as long as the unit does not cross a brown hex side. It costs 3 MFs to cross a brown hex side.

STREAMBEDS

Units must wait until a mod in which they have enough accumulated MFs before they can move out of a streambed. When a unit moves onto a streambed hex, the player must specify whether it is moving into the streambed or not. If it does not move in, it may move off the hex as long as it does not cross the streambed. If it moved into the streambed, it must spend Mfs getting out. Note that although trucks have a modular MF of 2, they may only move 1 clear terrain hex per mod, because it costs them 2 Mfs to move through clear terrain.

ATTACK

Attack factors are spread out fairly evenly among the mods in the same manner as movement factors. The numbers on the left hand side

of the MAT also represent AFs and the numbers in the boxes represent that unit's alloted number of AFs on each mod. A unit with an AF of 8 has an AF of 2 on Mod No. 2.

To order a unit to attack, write "A/" and then write the PICS number of the unit being attacked. When attacking units that are more than one hex away, use LOT. When attacking adjacent units, use Engage.

LOT (Lock-on-Target)

Before a unit may fire at an enemy unit that is more than one hex away (not adjacent), it must spend one mod locking on to the enemy unit. To lock-on to a unit, simply write "LOT/" and then write the PICS number of the unit being locked onto. Beginning with the next mod, the attacking unit may attack that unit and may continue firing for up to six mods. It may still fire even while the target unit is moving. As stated earlier, a unit must stand still while it is firing. Lock-on firing is cut off as soon as the target unit moves out of the LOS or range of the firing unit, or if the firing unit decided to stop attacking.

Once a unit has fired for 6 consecutive mods, it must spend the seventh reloading and locking onto targets, if it wishes to begin firing again. A unit may move and LOT at the same time. A unit may never lock-on to a unit it cannot see.

Resolving LOT Battles

1) Find the attacking units attack factor on the first mod that it fired (after locking on).

2) Divide the firing unit's AF by the total number of hexes over which the target unit moved on that mod (not including the hex from which it started).

3) Figure the odds for each hex moved over, building up factors each time.

Units in woods or towns being spotted may not be fired at if the spotting unit moves away or is destroyed. Dispersed units may spot.

ENGAGE

When two or more enemy units move into adjacent hexes, a battle takes place. At the end of the mod in which the two units moved adjacent to each other, each player states whether he wishes to engage the other. The unit(s) being engaged may not move for one mod after being engaged. On the mod after that, if the engaged unit has not been dispersed or destroyed, it may move away, unless the other player brings another unit up to engage it. If a unit is dispersed on the mod after being engaged, it must wait one extra mod after it becomes undispersed before moving away.

On the mod in which the engaged unit is forced to stay put, the engaging unit may

1) make a regular attack
2) make a CAT attack
3) make an Overrun attack
4) lock onto that unit so that if it moves away it can be fired upon.

A unit being engaged may do one of several things.

1) stand and defend
2) counterattack the engaging unit
3) lock-on to targets
4) fire onto units it has already locked onto
5) spot the engaging unit.

A unit must always attack the unit it is engaging. It may not attack other units. Engaged units may not overrun the engaging units. A unit may never close assault or move through a hex being shelled, nor may it close assault a unit on a mine field.

OVERRUN

A unit may only overrun an enemy unit it has just engaged and then only when it has sufficient MFs to do so. If, when a unit is overrunning an enemy unit, another enemy unit moves into what would be the exit hex of the overrun attack, the overrun may not be made. Units may not overrun hexes that are being shelled.

LOAD

It takes 6 consecutive mods to load a non-vehicular unit onto a carrier unit. After 6 mods of loading, it may move away. To order a unit to load, just write Load in each mod it loads. Units may not move or attack while loading, but may defend.

If loading units are attacked during the first three mods of loading, the attacker must specify which unit is being attacked (the carrier unit or the non-vehicular unit). If the loading units are attacked during the last three mods of loading, the two units are treated as one for defensive purposes. Units may spot while loading.

UNLOADING

It takes one mod to unload. Units may not move, attack, or engage while unloading, but they may spot. When unloading units are being attacked, the carrier unit is the one considered to be under attack.

DISPERSALS

If units are dispersed by attacks from enemy units or mines, and the attacker rolls a "D" the defending units are dispersed for 2 mods. If the attacker rolls a "DD" the unit is dispersed for 3 mods.

STAND AND DEFEND

To order a unit to stand and defend, simply put a dash (—) in the box on the Order Sheet. This means that the unit is not moving or attacking. It just sits in its position and defends against enemy fire.

OPTIONAL RULES

All optional rules should be used, except for the ammunition rule. No experimental rules should be used.

Although it takes a little more time to write down orders for all your units, I think you will find that, using this system, Panzerblitz will take on a new feel. All questions, comments, and criticisms will be gladly answered.

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More Panzerblitz Variants

by Tom Oleson

In the May-June issue of *The General*, I suggested a system for giving each unit a relative weight, making possible a contest between equal forces. Many other situations are possible, and here are a few:

13½. Time did not permit a few corrections to situation 13 —

a. Obviously, in order to make the contested center board something new by matching up halves of any two of boards 1, 2, and 3, while still retaining a symmetrical lay-out, it will be necessary to use more than 3 boards. Although I personally prefer novel board arrangements, I do not find it a majority view, nor is it at all necessary for this situation.

b. The reason for assigning cavalry a cost of 20 points (incorrectly totalled at 21 in the article) is this: alone among all the units of low or no mobility, it cannot be transported. Therefore, if calculated on the same basis as infantry, its value is artificially high, and as one becomes familiar with the game, cavalry is not used. So, count MF as only 1, for a total of 20.

c. When using the optional indirect fire rule (optional, not experimental), count C.P.s not 1, but 5.

d. Considering their CAT value, engineers obviously have more combat strength than any other infantry unit. To fairly reflect this, double the Attack Factor. Thus, German engineers would cost 18 points, Russian, 16.

14. "He who defends everything, defends nothing." A maxim seldom heeded either by Hitler or Stalin, when things were going bad. In the early stages of the war, hundreds of thousands of Russian troops were surrounded, sometimes when

timely retreat would've saved them. Later, partly because of Hitler's fanatical aversion to retreat, partly because the vast distances made a well-defined front difficult, the Germans used hedgehogs — strongpoints ready to resist attack from any side. This is the background of this situation.

Use the same point system as corrected above (true of all the situations described here). The defender is also allowed to use, anywhere on any or all of the 3 boards, the 8 bunkers, 12 roadblocks, and 11 mine fields supplied with the game. To man these defenses, the defender has 500 points from which to choose his force, the attacker 1000.

The defender *sets up* first, anywhere on any or all 3 boards. The attacker *moves* first, entering at any point on the edge of any board but the center board. Nor must he enter all his forces in one place; they may be spread out in any fashion he chooses, so long as all are brought on during his first turn.

Note that the defender moves *last*. This is to prevent the attacker from "hiding" throughout the game, then rushing onto the center board at the last moment. It would work if the attacker moved last.

And for this same reason it has been suggested to me that in situation 13 the attacker (that force with less units) should not be obliged to move first, but should have the option of moving first, or last. It's an interesting idea.

To return to situation 14, although the defender may set-up anywhere he wishes, the contest, as in 13, is for mastery of the center board. The winner

GOLDEN PEN AWARD

WATERLOO ANALYSIS

The third in our series of "greats from out of the past" is the "Waterloo Analysis" duo reprinted from Spartan International October 1970. John S. Hathaway wrote the "French Strategy," Harley Anton authored the "PAA Strategy."

FRENCH STRATEGY

by John S. Hathaway

French success at Waterloo is actually nothing more than an exercise in logic. What we have to do is set the situation before us, and then carefully examine it to deduce just exactly how and why we can be successfully opposed so often by an army approximately ½ the size of our own. Once having determined how it happens, we then decide how to prevent it. A critical examination will reveal that, with two players of about equal ability, it is not the PAA player who wins the game, but rather the French player who throws it away! In other words, the pressure is on the attacker to perform flawlessly; if he does, he cannot lose. If he doesn't, he beats himself.

All Avalon Hill games can be profoundly influenced by the correct application of certain basic principles of war. In no game, however, can certain of these principles be so graphically illustrated as in WATERLOO. The key principles to keep in mind here are (1) MASS, (2) MANEUVER, and (3) ECONOMY OF FORCE. These might be succinctly defined as follows:

(1) MASS: The application of an overwhelming force against a much smaller enemy.

(2) MANEUVER: Deploy your units so as to maneuver the enemy out of their strong defensive positions without having to fight for them.

(3) ECONOMY OF FORCE: NEVER waste a unit! Each unit can always be positioned so that its next move can contribute to either (1) or (2) above.

You will be surprised to find that these principles can be utilized turn after turn, with great gain, in WATERLOO.

Let us examine the opening situation: Frenchie is confronted by an inferior (in size) army. He can therefore either use his superior force to win by Mass (attrition), or he can pin down the enemy forces with an equal number of his own men and use the excess units to outmaneuver the enemy. A combination of both of these is best. Well, then, what should the French player think

as he looks at the blank board before him? First, he gets no reinforcements — on the other hand, his opponent gets stronger with the passage of time. It is therefore to Frenchie's advantage to close for combat as rapidly as possible, on as many fronts as possible in order to spread the enemy thin. At the same time, he must constantly poise his units so they can either concentrate for attack, or quickly break to the PAA flanks. It does not make sense to attack doubled positions if you can outflank the enemy and later force him to stand in the open.

The PAA player has much going for him. He has interior lines, and his units are better suited to both attack and delay. My experience has been that the really excellent PAA player must be beaten by a double-envelopment maneuver combined with a battle of attrition in the QB gap.

This means we must organize our army into a Nivelles wing, a main body across the approaches to QB, and a flanking force down the Wavre corridor. The balance between these forces is delicate, and may vary slightly depending upon PAA's distribution. But it is imperative that we maintain pressure in all three areas.

I usually organize a Nivelles wing of 60-65 factors: four 6-4's (II Corps), three 5-4's, and the rest cavalry (I and II Corps and units from RR-15 and SS-15). While the infantry presses on Nivelles, 12-14 factors of this cavalry have an even more important mission. Poised at X-42 and Y-42, they threaten both toward Nivelles and toward V-45 and V-46. By extending the flank in this direction, you force PAA to leave at least two units behind from his 11AM arrivals. If he leaves the 2-4 and 1-4 (or either of these) at V-47, you will be able to seize V-46 and thus force the second arrivals (Clinton et al) to enter at Hal. The strategy here is to use the principle of Maneuver to force PAA to disperse and thereby weaken his armies. You also delay his reinforcements and, by forcing him to disperse, nullify his ability to counterattack. Your main line should be able to advance upon Nivelles without fear. Should PAA decide to reinforce Nivelles from QB, he should in so doing weaken Blucher to the point where Napoleon can break through there. I re-emphasize that he simply does not have the men to hold at every point. But perhaps I could further amplify the importance of this flanking movement by availing ourselves of actual research done upon Napoleon's personal strategy and tactics by a noted fellow wargamer: "The proper use of the flanking maneuver, one of most fundamental importance, is essential to the success of an army if not its very existence. It remained for Napoleon alone, among the generals of his time, to seize its possibilities to their
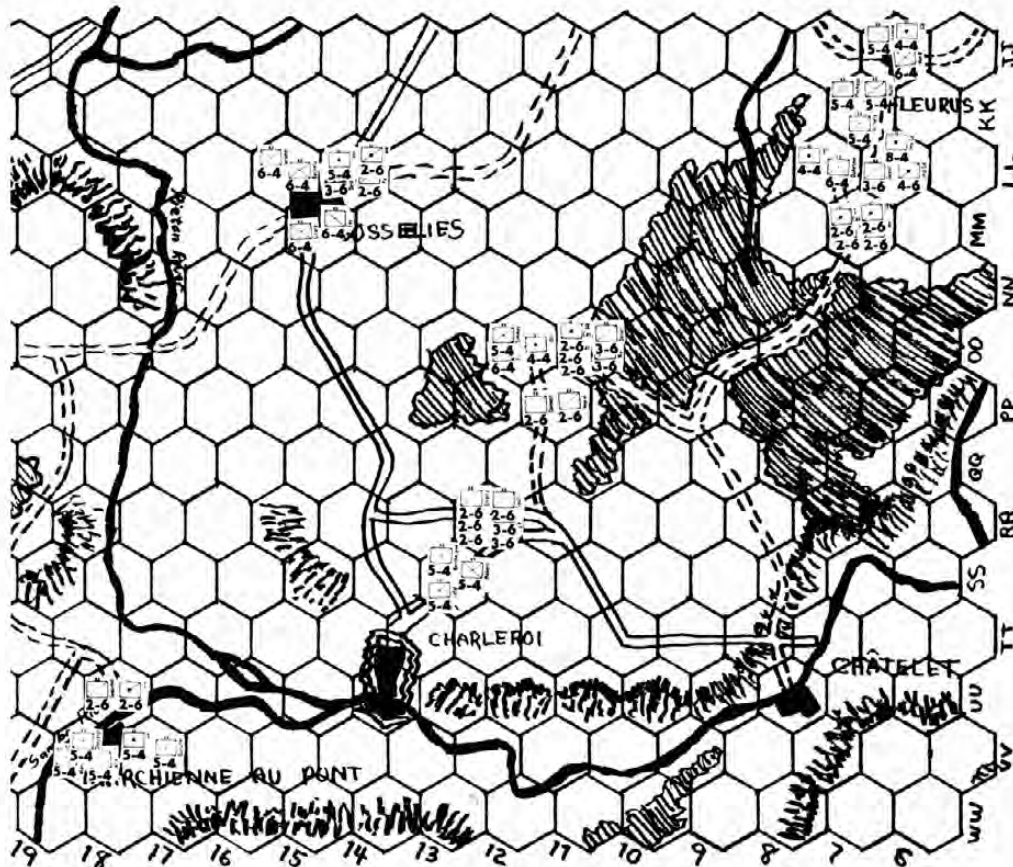
fullest and develop from them brilliantly-calculated systems of strategy and tactics.... His tactical system, or scheme of battle, was based on a holding attack against the enemy's front to keep them occupied, a wide envelopment or turning movement on the enemy's rear with a small force to create dismay and confusion in the defender's ranks, and then the final decisive blow." The reader will note that it is just such a maneuver which we threaten with our position at X-42 and Y-42, with the additional advantage (Economy of Force) that the cavalry wing can divert to Nivelles in one move!

Proceeding toward the board's center, we find the prominent terrain feature to be a large woods *which must be avoided.* A 2-6 at CC-29 and another around KK-20 is sufficient to cause PAA to defend the heights. At least four or five large units should be poised to gain either road, say from DD-21 and EE-21. This type of positioning and that at X-42 and Y-42 are excellent examples of both Economy of Force and Maneuver – your units pose a dual threat to the enemy and force him to divide his already inferior force, enabling you to achieve local superiority. An attritive battle must be pressed with vigor up the QB gap.

The force assigned to the Tilly corridor depends largely upon what PAA units are left to defend it. It is worthwhile to pursue and destroy five or six screening units. If PAA allots as much as 25 factors there, you will have little success, but you should be able to force passage around Y-25. If, as is the custom of a smart PAA player, his Tilly force is 15-20 factors or less, then your right wing (Grouchy) should contain about 30 factors and they will have limited but worthwhile success in attriting small enemy units and forcing the PAA player to extend himself down the Thil River. Note again the economy of your move: you have a command large enough to operate independently without fear and successfully drive the enemy before it; yet you force him to tie down a force at least as large (though cut up by river lines) in order to contain you!

By 3PM/16, then, what Frenchie should have created is this: he has three separate but independently operable commands, whereas he has forced the enemy to defend at least five fronts: Braine le Comte, Nivelles, the QB heights, the QB gap, and the extended and difficult riverline of the Thil-Dyle system. One of these fronts (at least) will weaken and crack, and it will usually be one of the first two. This is not to say that the assaults toward QB will be unsuccessful, but it takes awhile to push your way through. Passage can be forced on the left flank at much less cost than at QB. Also, Nivelles is a better place to penetrate, since it renders useless PAA's second line of defense (the Genappe River). Forcing the other flank (either toward Wavre or in behind Genappe) is probably the *most* successful approach, but again is a matter of the greatest delicacy. PAA can bleed off reinforcements from QB, and an advance down the valley can be forestalled.

Now that Frenchie understands his basic strategy, let's review a few tips on the implementation of strategy, namely, tactics. First, we must appreciate the importance of the small one and two-factor units with which PAA can block and soak-off. This means, in most cases, that PAA can make twice as many attacks at the same loss in soak-off factors. Consequently, I take advantage of every opportunity to attack and destroy these light units.

If you're up against an aggressive PAA player – and all the good ones are – it's especially necessary that you learn to use *your* cavalry units just as effectively as he does as "buffers." The usefulness of this is to gain that extra square or two of zone of control every turn *without* exposing large units to massive counterattacks. Consider an example: If PAA is falling back on QB and leaves a 1-6 at Z-22, you place a 2-6 at either AA-22 or Y-22 and support it with stacks of 15 factors. This precludes an effective counterattack; it is not likely that he will give you a good shot at two large units just to kill your 2-6. Of course, you can apply this principle board-wide, but you should never expose too many light units simultaneously; you cannot afford to squander them. And recall, Frenchies, you must never lose sight of the following two very important factors: first, the PAA forces are much better suited to *attacking*, and secondly, their soak-off units which allow them to lose one factor to our two *and* leave another large defensive factor in every stack. A successful campaign against these units removes his capacity to counterattack. And finally, once you have successfully employed Maneuver and Economy of Force to overextend the enemy, you'll find yourself with superior mass available locally to defeat him in detail. The principles all interlock.

A concluding statement about the "playability" of WATERLOO: the fluid action and necessity for planning ahead make it in my opinion one of the most interesting games to play. It is very difficult to play either side to perfection but, given two players of near-perfect ability, I'd have to give the edge to the PAA. This is simply because the pressure is on the French to perform perfectly, or lose. Unless Frenchie does deploy flawlessly, PAA can frustrate his efforts and the game will then be decided by how daring he is and the luck of combat. There is, however, no need to rely upon luck. Mistakes in deployment are fatal to either side, and the careful player (by that I don't mean cautious, but calculating) will be the winner. You have only to keep the pressure hot'n'heavy from the start, and your opponent will eventually crack.

PAA STRATEGY

by Harley Anton

THE DEFENSE OF TILLY

Most players in their early games of AH's WATERLOO will consistently lose as the PAA. The reason for this is that there is a great temptation to "play the Frenchman's game." The key to victory is to entice the French player into mistakes instead of helping him avoid them.

In the actual campaign, Marshall Grouchy was decoyed down the Tilly corridor and cost Napoleon the battle. The problem the PAA player faces is to decoy the French down the corridor and at the same time keep the main part of his army between Quatre Bras and Waterloo to nullify the defection victory condition.

There are two methods of achieving the decoy. The second one has proved to be the more successful for many players, but each individual commander should use the one best suited to his style. For this reason both are presented.

In method No. 1, all PAA 1-6's and the PAA

2-4 arty are started or moved into the corridor. From Z-18 to R-20, the Frenchman may be stopped at the cost of only one unit per turn. An aggressive PAA opening (discussed later) can prevent French heavy units from reaching Z-18 for three or four turns. The eleven units alloted to the corridor can be sacrificed one per turn (see map) and when the next to last unit is hit at Q-21, the 4th Corps comes busting on and it's off to St. Helena for Nappy.

This defense has several strengths in that for a 12-factor sacrifice the French in infinite numbers can be held up for 11 turns and that large numbers of French units can often be trapped in the Tilly corridor by the arriving 4th Corps.

The weakness in this defense is that the Bors De Metz woods can be infiltrated about 1 PM/17. Also, all early PAA cavalry is out of the main battle area and soak-offs are hard to find on counterattacks.

Because of these weaknesses, most PAA players prefer the following hyper-decoy defense or some slight variation thereof.

Three Prussian 1-6's, three English 1-6's, and one Prussian 2-4 are put in the Tilly area. In addition, the three 4-4's and one 5-4 take up a defensive line along the Dyle River (Y-18, X-19, W-20, and W-21) line. This defense allows ten turns of delay (six cavalry, one 2-4, and three turns to reach Tilly) and a reserve force of 17 counterattack factors. These 17 factors can prevent penetration of the Bors De Metz at S-24 and U-24, hold the Dyle River and let the French attack at 3-1 and possible exchange early in the game, or best of all be used late in the game in an attempt to turn the tide with timely counterattacks. By astute placement of delay factors the French can often, late on the second day, be enticed into a situation where three 5-4's can be attacked at 1-2 surrounded by two 4-4's. With a 40% chance of victory this move can cripple the French army with little risk to the PAA, if it is carried out at the right time.

The only weakness of this defense is that if the French player gets smart and doesn't push a
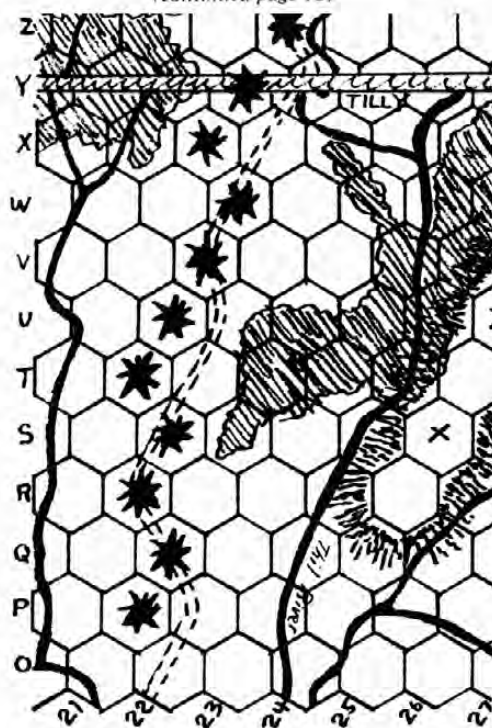
Simulating the Art of War - Part III

In Part I (Jan-Feb '71) Professor Pournelle demonstrated that simulation gaming requires the application of the principles of war to create a coherent, logical game. In Part II (Mar-Apr '71) Pournelle showed how the principle of pursuit can be built into a game like Afrika Korps. Here he examines Waterloo and proposes some advanced rules to reflect the era in which it was fought.

PART THREE: NAPOLEONIC WARFARE

WATERLOO is the most frustrating game Avalon Hill ever published. Although Waterloo certainly wasn't Napoleon's finest battle – had he not made so many mistakes he would have won – it was the only battle in which the two greatest generals of the XIX century faced each other. Had Wellington enough of his Peninsular veterans – many were in America being slaughtered at New Orleans under Packenham – the outcome would have been decided in advance. Instead, he commanded in his own words "an infamous army" only one third British (including Scots), the rest composed of King's German Legion, Dutch-Belgians ready to go over to Napoleon (they and everybody else called their King "Frog" and thought him a fool), Brunswickers and Nassauers, with only 196 guns. His allies, the Prussians, were the last army in Europe to employ the old linear tactics. Officers dressed lines with surveying transits. After Ligny, twenty thousand Prussians carried their colors home: they couldn't be induced to rally even under the threats of Blucher's horse artillery.

Although the Prussian army employed rigid discipline and loaded faster than any other army, their marching pace was slow even by Austrian standards, and that was slow indeed. Their cavalry was nearly useless, and although they had 312 guns, the artillery was old, badly supplied, and badly served.

The best Wellington would say of his best troops (and he seems to have undervalued them, particularly the Guards) was "they will not run away, and it will take a long time to kill them all." He couldn't even say that of the Dutch and the Prussians.

Napoleon on June 14 could issue this Order of the Day:

"Soldiers! this day is the anniversary of Marengo and of Friedland which twice decided the destiny of Europe. Then, as after Austerlitz, we were too generous!...Soldiers! at Jena against these same Prussians now so arrogant, you were one to three, and at Montmirail one to six!

"Madmen! one moment of prosperity has bewildered them! Soldiers! we have forced marches to make, battles to fight, dangers to encounter; but with firmness victory will be ours. The rights, the honor, and the happiness of the country will be recovered!

"To every Frenchman who has a heart, the moment is now arrived to conquer or die!"

This from a man who had never lost a major battle when he commanded a full army, to soldiers who had torn apart every army the allies could put in the field; whose charge of bayonets had seldom been met no matter what the odds.

Yet Napoleon was not the young general of 26 in Italy, or the Emperor at Austerlitz. His marshals were worse, and he had left the best one, Davout, in Paris under protest. When he was told to stay and keep the city, Davout replied "But sire, if you are victor Paris is yours, and if you are beaten neither I nor anyone else can do anything for you!" So it was to happen, but as dawn broke on June 16 no one could know that. After it was over Wellington with justice could say "It was a damned nice thing; the nearest run thing you ever saw in your life. By God! I do not believe we could have done if I were not there."

The elements of high drama are all there; but the game is disappointing. Easy enough to say, and of course Waterloo was one of the earliest AH games. Harder to improve it, especially if you are, as I am, determined to keep the game equipment. Few of us have time to make new counters or a new board.

Before we can simulate Napoleonic warfare, we have to understand how it was conducted. Here is a description of a French charge in Napoleon's time by General Foy, a contemporary: "The action is opened by a cloud of skirmishers...they harried the enemy, escaped from mass by speed and from guns by scattered order...mounted artillery rode up at a gallop, firing grape and cannister at point-blank range...the line of battle moved, the infantry in column *for it did not depend on fire*, the cavalry units mingled so as to be disposable everywhere and for everything...the columns took to the double-quick with the bayonet, the drums beating the charge and the air reverberating with cries a thousand times repeated, 'FORWARD! FORWARD!' "

Such a charge generally carried everything before it: *IF* the preparation had been sufficient. Napoleon did not throw men against an unshaken enemy, although imitators including his own marshals did.

The preparation generally consisted of artillery pounding, often combined with a charge of cavalry to force the enemy to close ranks and form square. If the cavalry caught infantry dispersed, the battle was over; just as, after the enemy lines were broken, pursuit by cavalry caused more casualties than the rest of the battle together. Fearing the curaissers and hussars, infantry would form packed squares, to be pounded down by artillery. When they began to break, the columns of bayonets moved forward.

Once the enemy line was penetrated, the battle usually ended swiftly. Men surrounded were men dead, and cavalry poured through the gaps, moved behind them, cut them off from retreat, forage, and supply. No army threatened with isolation would stand firm in those days (as few will now). Threats to lines of communication

were the object of grand tactics of the time, while to break through enemy lines and roll up the flanks, simultaneously delivering charges of cavalry against the rear, was the object of tactics. And in battle, this was done *QUICKLY*. Two more hours of daylight on the 16th and Napoleon would have won. One hour might have done it.

None of this is possible in the game. The artillery has no function, the cavalry is merely weak fast infantry, and the stacking rules make no sense. The feel of Napoleonic warfare is gone. So is the Principle of the Economy of Forces, the art of combining different kinds of units into an invincible weapon. The force of the charge is gone, although in those times attacking forces quite often won battles in which they were greatly outnumbered.

You cannot maneuver during the battle as the game is now structured. Intelligence is perfect, orders never miscarry, there is no delay between intent and actuality. In almost every respect WATERLOO is unsatisfactory.

Yet. Somehow. Despite using an inappropriate combat results table, despite everything else, there is a flavor to WATERLOO that makes it one of my favorite games. It is, as I said, frustrating. I keep thinking it could be the finest of all AH games, if only . . .

I don't think it can be perfected with the units furnished, but let's try. The following rules make an *interesting* game; try them, work out your own changes, and let me know the result. I want to see WATERLOO both playable and realistic; I'd like once again to hear Napoleon tell Ney "The fate of France is in your hands!"

ADVANCED WATERLOO

1. Add 7 PM as a move on all days. This is self-evident.

2. STACKING UNITS

2.1 At the *END* of a player's turn, no more than 2 infantry divisions, 2 cavalry divisions, 3 cavalry brigades, or a combination of infantry and cavalry, not to exceed one unit of each, may remain in a square.

2.2 The TOP unit of a stack, and only the top unit of a stack, counts for purposes of defense against an initial attack. (See ARTILLERY rules for exceptions.)

DISCUSSION: A square is ½ mile across at widest. Given 3 feet to a man, three ranks deep, that's over 5,000 men. It's simply not possible to put more in that area and have them effective in defense. Actually, it would be somewhat less than that. Nor could you put more than 2 divisions in a half-mile box without so hopelessly mixing them up that they couldn't fight.

French and Anglo-Allied forces may stack ALL INFANTRY units from a single corps, as well as two divisions or three brigades of cavalry, whether from that corps or any other, for the attack. For purposes of this rule, the Allied 5th (Picton's

Highlanders), 6th, and Brunswickers form one corps under command of Decken.

2.3 No stack greater than 3 units may form for attack unless the Corps Commander is in a square adjacent or in square with the stack.

DISCUSSION: This should be self-evident as an attack in column form. The Prussian linear tactics did not permit this kind of attack.

3. ARTILLERY

3.1 Artillery units may be added to a defensive or offensive stack without limit.

3.2 Prussian artillery units may NOT be added to any stack containing Anglo-Allied units.

4. COMBAT

4.1 Combat is in phases. The player whose move it is will be designated as the Attacker or "A" throughout the following. The other player will be designated as the Defender or "D".

4.2 Units may NOT engage units in more than one square in any given fight, although they may engage several different units in successive phases of combat during a single turn.

4.3 Combat opens with artillery; A declares which D units he is engaging with his artillery units. He may engage only the top D unit of a stack, or ANY D artillery unit to which he is adjacent. Artillery has no "range"; it can only fight units in adjacent squares.

4.4 After A has declared his artillery attack, but BEFORE combat is resolved, D may declare a cavalry charge; he may "charge" any A artillery adjacent to any D cavalry unit whether or not the cavalry is engaged, and regardless of position in a stack. ONLY cavalry may charge; horse arty may NOT charge. In charges against artillery, combat odds fractions are resolved in FAVOR of the CAVALRY charging. D rolls the die as if he were "the attacker" in the CRT.

4.5 After A has declared his artillery attack and D has declared his cavalry charges, but BEFORE either combat has been resolved, A has the option of a "counter-charge" of cavalry units in the same square as his artillery which is under attack, regardless of the cavalry's position in a stack. Combat odds are rounded in FAVOR OF A's counter-charging cavalry as "the attacker." Only cavalry may "counter-charge"; horse artillery may NOT counter-charge.

4.6 Counter-charges are resolved. Units forced to retreat will be dealt with in the rules for retreats. Units eliminated are removed.

4.7 Surviving D cavalry may choose to continue their charge or withdraw. If they withdraw, they return to the square where they started (actually they have never left it) without penalty of any kind. If they continue the charge, they may attack the enemy artillery units previously chosen, with odds rounded in favor of the charging cavalry (i.e., 3-2 becomes 2-1), the charging cavalry being "the attacker" for purposes of combat resolution. Destroyed units are removed. Retreating artillery rolls die; 1, 2, or 3 is rolled, the retreating arty is destroyed. If 4, 5, or 6, it is turned upside down, and may take no further part in combat this turn.

4.8 A's surviving artillery now attacks the previously designated targets. Odds are rounded in favor of DEFENDER. Artillery engaged against infantry or cavalry can suffer no adverse effects; treat A-elim or A back 2 as "no result."

4.8.1 Artillery engagements between opposing ARTILLERY units are rounded in favor of ATTACKER. Attacking artillery does suffer adverse results.

4.8.2 Artillery *does not retreat*. Units required to retreat are turned upside down in place. They may not move or take further part in combat during this turn.

4.9 The attack proper now begins. ONLY the top three units in the attacking stack may engage the enemy in this phase of combat. The only enemy unit which can be engaged is the TOP UNIT in the defending stack, *except that all* enemy artillery units now surviving MUST be engaged if they are in squares adjacent to attacking units. Attacking units may NOT engage units in more than one square, but MAY engage more than one enemy unit, and MUST engage the top D unit of each stack adjacent to A units (as well as all D artillery adjacent to A units).

4.10 Surviving A artillery units MAY engage in combat in this phase, provided that no other combat is taking place from that square and no other A units are attacking the "target" square. That is, A artillery must have a clear field of fire and may not fire through its own troops or into a square where its own troops are engaged. Non-artillery A units in squares with A artillery taking part in this phase of combat take no part in the action.

4.11 Combat odds fractions are rounded in favor of the attacker (that is, 1-1 becomes 2-1, or an even fight). Artillery *under attack* from non-artillery units is eliminated if a retreat is required. Artillery units *attacking* non-artillery units cannot suffer adverse results. Artillery duels are resolved as previously mentioned.

4.12 Victorious units now enter the squares they have attacked if those squares are empty of right-side-up units. Upside-down units in taken squares are removed. The entire attacking stack including unengaged units MAY advance; the actual attacking units MUST advance, except that HORSE ARTILLERY may advance at A's option, and foot artillery may NOT advance at all.

4.13 RETREATS: Units forced to retreat fall back *one* square, enter a stack with any units already there, and are turned upside down. They may take no further part in combat nor may they move as combat proceeds, and if enemy combat units capture and enter their square, they are eliminated.

4.14 RESERVES: After the 4.9 combat is resolved, D may move any unit not in an enemy zone of control one square, except that foot artillery may not move at all. Units entering stacks in enemy zones of control come in at the bottom of the stack. Units entering stacks not in enemy zones of control may be placed as D wishes.

4.15 CONTINUED ATTACK: A may now RENEW the attack as in 4.9, 4.10, 4.11, 4.12.

DISCUSSION: There is no space for detailed discussion here; most of the rules are clearly related to the realities of Napoleonic combat. Skill in forming stacks, directing battles, and placing both artillery and reserves decides the outcome of battles. Fractions are rounded in favor of the attacker so that an attacker with slightly more force than the defender has an even battle, and with twice as much force as the defender, has an assured win. This is consistent with battle in that era.

5. MOVEMENT

5.1 Units in enemy zones of control require 2 basic movement factors (BMF) (one hour) to withdraw, and receive only ½ road bonus to which they would be entitled.

5.2 Upside down units (forced to retreat) require 2 BMF to reform in place, receive ½ road bonus. Upside down units in enemy zones of control may turn right-side-up and move one square only.

5.3 (Optional) FRENCH troops receive following road bonus: 6 squares first class road; 3 squares second class road. Anglo-Allied get 4 and 2. Prussian get 3 and 1. This is consistent with marching speed of the various armies.

5.4 To receive road bonus, units must not move in stacks.

5.5 Units joining stacks use *two* moves to enter a stack at the bottom, and *three* moves to go to the top. A formed stack may only move at ½ speed of the slowest unit in the stack.

6. HIDDEN MOVEMENT

All units remain upside down until they come within 2 squares (one mile) of enemy units. They are not thereafter turned upside down unless forced to retreat. Each player receives five blank units which move as cavalry and may be placed with whatever force he pleases. When dummy units are revealed they are removed from the board. Players may also use HQ. units as they please.

7. HEADQUARTERS UNITS

7.1 A French stack containing Ney gets one additional combat factor per unit in stack, up to four factors. A French stack containing Napoleon Bonaparte gets two factors per unit up to six, except that Imperial Guards units with Napoleon get three per unit up to a total of nine.

7.2 A Prussian stack containing Blucher receives one additional factor per unit up to three. An Anglo-Allied Stack containing Wellington receives two factors up to a total of six. Anglo-Allied cavalry units get one additional factor per unit up to four if Uxbridge is in the stack.

7.3 Rules 5.1 and 5.2 do not apply to units adjacent to their own corps, army, or supreme commanders when the move begins.

7.4 Headquarters units are captured if enemy combat units enter a square they are in. If in a stack forced to retreat, they retreat two squares. If in an annihilated stack, they are killed.

7.5 If Blucher is killed, all Prussian units retreat toward Wavre. If Napoleon is killed the PAA player wins the game. If Wellington is killed the French win the game.

8. INITIAL POSITION

Prussian units on board at 7 AM 16th must be north and east of Fleurus.

9. ISOLATION AND FLANKING

9.1 Prussian units are isolated if they cannot trace an unobstructed primary or secondary road route to either the north or east edge of the board. Anglo-Allied are isolated if they cannot trace a road route to the north or west edge of the board. French units are isolated if they cannot trace a road route to the south edge of the board. Isolated units fight at ¼ their combat factors.

9.2 Flanking: Units are outflanked if they are attacked from three different squares. Outflanked units fight at ½ their combat factor.

Whether through these rules or others, I am determined to see WATERLOO what it should be; to hear the drums roll, feel the earth shake as the bearskins of the Guard come over the hill, and the dread cry chills the ranks: "Vive l' Empereur!"

What! Another Stalingrad Variant?

by Daniel Kronemyer

Yes folks, this is another one of the many Stalingrad revisions, or as some like to call them, variants. Both these terms mean essentially the same thing, mainly adding a little balance to the game. I imagine that there have been countless attempts to create play-balance in the game. In fact, Stalingrad, since it first appeared way back in 1963, has probably seen more revisions than Johnny Unitas has touchdowns. There have been articles introducing the Luftwaffe, variants such as Stalingrad II, or Stalingrad III, which take into consideration all things from hedgehogs to partisan "welfare." But they also add considerable hassle. Most wargamers sit down to relax over a nice, quiet, 2-4 hour game, not a marathon thing, where the player who loses is the one who "contracts" battle fatigue first. But this is nothing new to anyone. The trouble is, that these variants still don't truly simulate the method of defense and offense employed thirty or so years ago.

During World War II, the Russians built their defenses in depth, creating massive "reserve fronts." When the Germans broke through one line of defense, the Russians would have another. Now where in any variant will you find the Russian player doing that?

In all the variants I've played, I still find the Russian player hiding behind the rivers, and in the case of AH Stalingrad, sending out screens of 2-3-6's. The Germans on the other hand, instead of making quick breakthroughs, surrounding whole armies, and taking thousands of square acres, have to bash their heads against 3-1 proof lines, and endlessly eliminate those pesky little 2-3-6's. Alright, we know this is not only ego-shattering for the German player, but historically inaccurate.

So how do we remedy this? Many assumed correctly that the main hang-up lay in the CRT. The bulk of these people advocated using either the Bulge CRT (great for advancing, but lousy for killing units), or a "first turn surprise table." This consisted of using the standard CRT, but moving the odds down a few notches on the first turn. But this table is only good for the first turn. The Axis armies were able to advance hundreds of miles each month, slaughtering whole armies as they went. How to recreate that? Greg Long, a noted wargamer and Diplomacy editor, devised such a table. It solves the problem of the delaying units very nicely. After playing with Mr. Long's CRT in numerous FTF games, I added a few modifications which, in my opinion at least, make the table more realistic (and understandable).

Rules Pertaining to the CRT:

1. Units may attack, and be attacked more than once per turn.

2. Once you choose not to attack again after advancing, you lose your right to attack for the rest of that turn.

3. Units that are designated to be ineligible for further attacks may not attack or advance.

4. All units must be soaked-off against first (if need calls for it), then attacked again.

5. Units may advance in any direction, as long as the first square of advance is the defender's vacated square. Units may not advance through zones of control.

6. Retreat is determined by the defender.

7. Units may *not* advance after combat beyond their normal movement rate, including movement before entering the hostile zone of control and engaging in combat. Example: If an armored unit moves four squares before entering the hostile zone of control, and if an advance of three is indicated, the armored unit could only move two since it had already moved four and its maximum movement is six.

8. Units may never use the railroad bonus when advancing. Advancing units must also follow movement restrictions as required by the rules. Example: movement through swamps, rough terrain, etc. Unit(s) may not cross rivers when advancing unless the unit(s) had started on a river, and to cross would be the unit(s)' first square of advance.

9. During mud or snow months, movement restrictions must be followed. The movement of a unit when advancing after combat combined with its normal rate of that month must not exceed ½ of its maximum clear weather movement rate. Example: During December, an armored unit which moves two squares on open terrain could only advance one square after combat. During winter, only the Russian player may use the Revised CRT. The German player must use the one provided in the game.

10. As mentioned above, the Revised CRT is to be used in conjunction with the CRT provided with the game. The German player attacks at 2-1 during the month of June. He (or she) rolls a one using the revised CRT. By combining the revised

Revised Stalingrad Combat Results Table

Die Roll:	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1 (and above)
1			A+1	A+1	A+1* (1)	A+2* (1)	A+2* (1)	A+3* (1)	A+3* (1)	A+4* (—)
2	D+1				A+1	A+1	A+2	A+1* (2)	A+1* (1)	A+2* (2)
3				A+1	A+1* (2)	A+1* (2)	A+1* (1)	A+2* (2)	A+2* (1)	A+3* (2)
4						A+1* (2)	A+2* (2)	A+2* (1)	A+3* (2)	A+3* (1)
5	D+1	D+1	D+1		A+1	A+1	A+2	A+3	A+1* (2)	A+1* (1)
6	D+2	D+2	D+1	D+1	D+1	A+2* (2)	A+2* (1)	A+3* (2)	A+3* (1)	A+4* (—)

IMPORTANT: The Revised Stalingrad Combat Results Table is to be used in conjunction with the CRT provided with the game.

Odds worse than 1-4 are *not* allowed. Odds greater than 7-1 are treated as 7-1.

Explanation of the CRT:

D+1, D+2: The defender has the option to advance one or two squares as indicated.

*: The attacker may advance to the full amount of squares indicated, and *attack again.*

A+1, A+2, A+3, or A+4: The attacker may advance one, two, three, or four squares in any direction, as long as the first square of advance is the defender's vacated square.

Units may not advance into enemy zones of control if other advance routes are available.

Units that have a second attack indicated may advance into enemy zones of control.

Units that advance one square may advance into enemy zones of control, regardless whether or not a second attack is indicated.

(1), (2), or (-): This indicates the amount of attacking units that may *not* participate in any further attacks. (1) being at least the defense factor, (2) being at least twice the defense factor, and (-) meaning all units in that given attack may participate in further attacks.

CRT and the one provided with the game you get a D-elim, attacker advances one, he has the option to attack again, but must leave at least the defender's defense factor behind. Another Example for the Slow Ones: The Russian player attacks at 1-1. He (or she) then rolls a three. By combining the two together you get a D back 2, and attacker advance one.

11. Units may *not* advance unless it is indicated by the CRT. When the German player uses the CRT provided with the game during winter, he advances in accordance with the rules published with the game.

Written below are some optional rules that *should* be used with the Revised CRT.

1. Concerning all units in Finland, both Finnish and Axis:

a. They may not go over six squares from the Finnish border.

b. All units placed in Finland at the beginning of the game are supplied directly, and *only* from Helsinki. In other words, units in Finland are not supplied through the Pripyat Marshes.

2. Concerning both sides:

a. Have their units' attack factor halved when surrounded or isolated.

b. Have exchanges based on attack factors. Example: A doubled 5-7-4 would require the loss of ten factors in the event of an exchange, unless the German is forced to take off more due to an uneven amount of factors.

3. Concerning the Russian Replacement Rate:

a. Stays the same, 4-6-8.

4. Concerning all Axis troops (except Finnish):

a. Are considered dead and eliminated if their capitol is captured and held for two consecutive turns.

b. Double their defensive capabilities (defense factor is doubled) when attacked in their respective countries.

5. Concerning Russian units in the Replacement cities:

a. Russian units in Moscow, Stalingrad, and Leningrad, when attacked, cannot be forced to retreat by a D back 2. In other words, the Russian player can ignore a D back 2 when defending in those three cities. He can, however, be eliminated by an exchange, or a D-elim. In that case, the German player may occupy the city.

A little on Strategy? It's quite simple. At the beginning of the game, the German player should divide his armor in half. Using it, he should grind up the Warsaw-Nemunas gap, and the Brest-Litovsk gap, trying to enclose and isolate Brest-Litovsk and the units around it. After this is accomplished, the German player should make a dash for the Divina River, eliminating delaying units as you go. After this river is breached, you should try to take Moscow, and if possible, Leningrad. By this time your units in the south should be breaking through, so taking Stalingrad should pose no big problem.

The Russian player will find himself in dire straits very quickly. I suggest you do like the Russians did in World War II, stack your units behind each other to absorb the momentum of the German advance. Try to surround and isolate German units if they advance too far.

In closing I would like to say that I hope the CRT and the optional rules will help you make the game more playable, but more enjoyable.

Daniel Kronemyer
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A Look at an Old Favorite

by Mitch Gniadek

In the summer of 1863, a Confederate army under Robert E. Lee out-maneuvered a Union army defending Washington and marched deep into Pennsylvania. As the Union army moved to intercept the invaders, a clash of arms became inevitable. It was the town of Gettysburg that was chosen for one of the bloodiest, and perhaps the most critical, battles in American history.

Thus the stage is set for Avalon Hill's version of the historical engagement. Although one of the most playable wargames around, Gettysburg seems to have been by-passed for some of the newer, more complex titles; this is only obvious by the amount of space it receives in the pages of the General. The argument heard most often about Gettysburg is that the same strategy will work time after time, and there really is no room for a fresh strategical outlook to take hold. Perhaps by adding a few optional rules new life can be brought into an old favorite.

I. Artillery

The element most brought under fire by critics of the game is the role that artillery is forced to play in the game. The rules provided by Avalon Hill are historically correct, but for those desiring a little more depth, try using the following rules:

a. *Attacking* artillery has a combat factor of one. This factor may not be increased in any way.

b. Artillery which is to be fired in the same turn as it is being moved has its movement factor halved.

c. The Blue player may "fire" his artillery without limit. The Gray player may "fire" his artillery units only 30 times per unit during the course of the game. A unit is considered to have "fired" whenever its combat factor is applied to a battle. An artillery unit with no "firing" left is eliminated if attacked, without infantry or cavalry support.

II. Partial Elimination

Although partial elimination has been discussed in many articles before this, one important factor has been left out; that is the confusion factor. Therefore, the following rules:

a. A roster system is used, and the combat results tables to *Blitzkreig* or *Guadalcanal* are to be used.

b. A unit which has lost combat factors during the battle portion of a turn (regardless of how many) has its movement factor halved for the next turn.

III. Organization

Whereas games with a large number of units do not lend themselves to this rule, Gettysburg is particularly adaptable to this option.

a. In order for a unit to move its full movement factor, it must begin its turn within five squares of another unit of its corps, or the H.Q. unit of the same corps. If the unit is not within five squares, its movement factor is halved.

b. This rule applies to all units *except* artillery.

c. Corps organization for Gettysburg is as follows:

CONFEDERATE: I Corps, Longstreet: McLaw's division, Pickett's division, Hood's division. II Corps, Ewell: Early's division, Johnson's division, Rode's division. III Corps, A. P. Hill: Anderson's division, Heth's division, Pender's division. All cavalry under J.E.B. Stuart.

UNION: I Corps, Doubleday: Wadsworth's division, J. Robinson's division, Rowley's division. II Corps, Hancock: Cadwell's division, Gibbon's division, Hay's division. III Corps, Sickles: Birney's division, Humphrey's division. V Corps, Sykes: Barne's division, Ayre's division, Crawford's division. VI Corps, Sedgwick: Weight's division, Howe's division, Newton's division. XI Corps, Howard: Barlow's division, von Steinwehr's division, Schruz's division. XII Corps, Slocum: William's division, Geary's division. All Cavalry under Pleasonton's Cavalry Corps.

IV. Victory Points

This last section does not actually change the play of the game, in that the general objective of both sides is the same; however, it does allow the Confederate forces a greater chance of victory.

a. Both sides are awarded points as follows: one point for every enemy factor destroyed, and an additional three points when a complete unit is removed from play. For this purpose, H.Q. units have a factor of one, and do *not* carry a three point bonus.

UNION VICTORY:

Marginal: More than 3/4 the amount of points accumulated by Gray player.

Tactical: More accumulated points than Gray player.

Decisive: Twice the amount of points accumulated by Gray player.

CONFEDERATE VICTORY:

Marginal: More points than Blue player.

Tactical: 1-1/2 times the points of Blue player.

Decisive: 2-1/2 times the points of Blue player.

NOTES:

1. It is possible for both sides to achieve some degree of victory. Side with the highest degree wins.

2. All original Avalon Hill rules apply, unless otherwise indicated.

Mitch Gniadek
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More Panzerblitz Variants *(from page 5)*

is that player having the most pieces on it at the end of the 12th and final turn, NOT counting bunkers, road-blocks, or mines.

15. Board configuration: numbers vertical (like situations 7 or 8), random juxtaposition.

Defender gets 500 points plus 4 bunkers, 6 blocks, 6 mines, all of which he sets up first anywhere on any or all or the 3 boards.

Attacker gets 1000 points and moves first, entering all forces on the initial turn anywhere on the left edge of the left board.

Victory condition: attacker must pass through the center board to the right hand board, because he wins by having more units on the board, not counting bunkers, blocks, or mines. Note: although the defender sets up anywhere, only those units which he has on the center board at the end count towards victory.

All of these situations last 12 turns.

16. Board configuration: numbers horizontal (like situations 3 or 4), random, as usual.

The defender gets 500 points — that's it. Attacker, 1000.

Sequence of play: attacker enters first on far left edge of left board (left and right die figured vis-a-vis the defender's side). Defender enters thereafter, at any one point (one only) on either edge of the center board. Needless to say, an external edge, and only one, not both! In all of these situations, all forces must enter immediately.

Victor — that player having more units at game's end on the *right*-hand board.

A comment on play-balance: situation 13 seems quite even, despite the German stacking advantage. The only way to achieve such a dependable balance in situations 14, 15, and 16 is to play a set of two games, like a race run in two heats, the winner being the player with the better total both games considered. If this is done, it is a good idea for both players to select both their forces in advance, so that the lessons learned in the first game won't unfairly influence the second. Personally, I dislike this play balance solution, but there are so many' different board combinations, not to mention the infinite number of forces which can be selected on a 500 or 1000 point basis, that it is difficult to be sure that 500/1000 is the right ratio. The defender's view of 500 points as an adequate force depends a great deal on which board he is defending, and the units he and his opponent have picked!

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PAA STRATEGY *(from page 7)*

corridor drive then 17 factors are wasted. This can be turned to advantage late in the game, however, by a well-timed counterattack toward Quatre Bras.

Although losses with the PAA are excusable, losing the game because of Tilly should never happen.

THE DEFENSE OF
QUATRE BRAS
AND THE HEIGHTS

A unit on EE-23 on the first turn (preferably a 1-6) is a must. Steinmetz and any 6-4 should be

in a position to move to AA-27 and AA-25 respectively on turn two. Most people start Steinmetz at AA-25.

A good opening set-up usually resembles this one: two 6-4's at EE-14, EE-16, and EE-17 and one 6-4 and one 7-4 at DD-20. If the French player has stacks of cavalry at JJ-13 and KK-13, a 6-4 may be lost, but this risk is worth it because with that much cavalry there the French Nivelles drive will be severely retarded All units fall back slowly to the areas Y-22 — BB-22 where they stand and fight or back slowly toward Quatre Bras. If one decides to stand and fight he must never let the French have more than two squares on any one stack. On any one turn a delay unit can be placed and all the above units shifted to Y-29 and Y-30 to prevent woods infiltration or to counterattack in the heights area.

The real key to an excellent PAA defense is to get Opstal or a 1-6 to Z-27 immediately. A 6-4 can also be placed there to the PAA advantage, but only as an addition, *never* as a replacement for Opstal. This seemingly worthless maneuver makes the heights almost 2-1 proof. If the French player makes an attack at 2-1 on AA-25 he will probably advance if he wins. If he does not advance then the PAA player can counterattack and still be doubled at the end of his turn. When he does advance Opstal (and possibly the 6-4 if he was alloted to Z-27) moves to AA-26. Stacks move to AA-24, Z-25, and Z-26 and voila, instant surrounded counterattack with Opstal furnishing the soak—off (after the attack, of course).

Once the heights are breached or outflanked, the X and W rows may be held with one delay factor per turn as a last-ditch prelude to a

fall-back to the Genappe river. Once again the PAA player must deny the French three squares on any stack and two squares as often as possible. A delay unit at V-27 and stacks at V-31, W-31, and S-31 can be a final defense before falling back.

There are several variations of PAA counter-attack which are very effective if the PAA player wishes to run a risk. These occur when the French force heading toward Nivelles is composed mostly of cavalry and does not exceed 60 factors. In two turns the bulk of the PAA army is shifted toward Nivelles while only one or two delaying units jam the Bors De Metz corridor against French attacks there. The trick of this attack is speed, for a late return to Quatre Bras will be disastrous. The merit of this strategy is the look of dismay on the French commander's face as his units piled three rows deep between Tilly and Quatre Bras beat helplessly on the 1-6's while his Nivelles cavalry thrust melts before his eyes.

To summarize: 1) A soak-off unit at Z-27 is essential, 2) Good use should be made of the excellent interior lines between Quatre Bras and Nivelles, 3) Try to achieve local superiority and counterattack only when despite the worst result of the attack, one will still be in a relatively advantageous position at the start of the French move, 4) When outnumbered in factors try to deny your opponent squares to attack from, 5) Kill as much French cavalry at high odds as possible in early attacks. Leave the infantry for later when everybody has arrived on the board.

DEFENSE OF NIVELLES

Nivelles can be either the easiest or the hardest area to defend. I have found that Perponcher is a valuable asset for this area. On the second turn he should be at U-41. This guarantees the road to Braine Le Comte, which *can* be cut by an enterprising French cavalry commander before the 11 AM reinforcements arrive on the board. If your opponent sends a large cavalry force to Nivelles, and most people do because of the location, I would put Cooke at V-47 and Alten at V-44. If the Braine Le Comte River is broken early, the French cavalry force can force arriving British units to take part in costly delaying attrition over a wide expanse of hostile clear terrain rows U to O.

Once Alten reaches V-44, Perponcher or Chasse should always be at Z-39, because it is a doubled position until flanked. Delay down the DD and CC rows is possible at one factor per turn.

The PAA has two basic problems at Nivelles: 1) when to counterattack, and 2) infiltration through the woods at CC-33 and AA-33. Perponcher is excellent for solving the infiltration problem because he is a 6-4. Fifteen factors coming through the forest cannot get a 3-1 on him and a loss of 12 cavalry factors at 2-1 would just about destroy any chance of French victory in the game, let alone Nivelles.

Cavalry should be at top priority for counter-attacks. Units which can be surrounded by the complicated terrain features often present a choice target for counterattacks. W-36 is a great position and it is advisable to launch at least one counterattack to prevent being outflanked.

Shuttle as many arriving factors and extra Prussian factors as possible towards Nivelles from QB. The fall-back to the Nivelles River (T-39, T-40, etc.) should be synchronized with the Quatre Bras fall-back to the Genappe River, if at all possible.
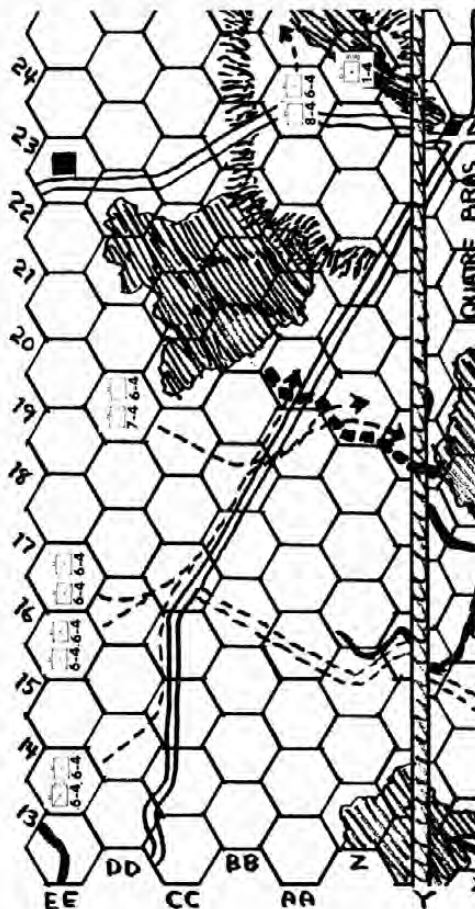
Dear Sirs:

My friends and I agree that your Jutland is an all skill, exciting and top notch war game up and until we proceeded to do battle. It is at this point that skill is abruptly replaced with luck, because dice replace skill. It is also at this point that the kick interest generated during the fame is *lost completely*. In true life, ships gunners did *not* roll dice to see who got a hit or a miss, nor did any other artillery emplacement. What counted was their skill with cannon.

I cannot for the life of me understand why you did not follow through and include a more appropriate method for doing battle with this fine game as I have done?

Not wanting to see the game put on a shelf and never played because of a few lousy dice, I devised my own way of making battle. It's very simple.

I devised a cannon that shoots elastic bands at a simple target which represents any factor of any ship in your Jutland game. The target ship has knock down turrets, protective factors and one place for a direct hit. When hit by an elastic, they simply plop over and thus score.

Now when it's time to do battle, we simply transfer from the game ships to the target ship and elastic firing cannon.

Yardage between ships is simply replaced by actual feet for the distance between the elastic firing cannon and target ship. Example: 24,000 yds. = 12 actual ft.

Why not offer something like this as an optional or include plans for building something as such at home for those war game nuts who want a true all skill game.

This type of firing system can be incorporated into any type of war game by simply changing the type target and it's very safe.

Anthony Bernier
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Gentlemen:

It's been a good twelve years since I bought my first AH game. During a number of those years I bought my first AH game. During a number of those years I wondered how you managed to stay in business. How did game owners find opponents? Most of mine were cultivated rather carefully. If I'd ever had a taste for playing the games frequently, I'd have been pretty badly frustrated. As you can probably guess, I was not a General subscriber in those days. Finally, graduate school finished and an academic career begun, I decided to blow $4.95 on the General. This was a little over a year ago. As you can imagine, this showed me an aspect of wargaming I'd never before seen.

It seems to me that many a casual purchaser or recipient of an AH game might never purchase another, either because he thought they were all the same, or because he had little luck finding opponents. This brings me to the advice. Why not include a little more information about game design, some propaganda, and a means of getting more information about the world of wargaming with your games. By the first of these I mean something like the designer notes used by S&T, which would point out some of the compromises involved in design, as well as illustrating the fact that different situations do indeed yield different games. As an aside, the brief TSG descriptions do a better (although still poor) job of differentiating among the games than do your glossy folders. With regard to the propaganda I mean something for the person who hesitates to mention war games because they felt rather lonely and selfconscious about the whole thing. Why not try to give these people a sense of being one with what is, overall, a reasonably sane and mature bunch. As to the relevant General article or two to everyone who returns the registration card from a particular game?

You've done quite a job of supporting the strong group aspect of wargaming through the General. In summary, what I suggest is that you try to get the essence of this aspect of the thing to a larger fraction of your customers.

Robert Medrow
27 Redbud Lane
Rolla, Missouri 65401

Dear Sirs:

I must say, your latest contest (No. 42 — the *Panzerblitz* situation) was a vast· improvement over your previous efforts. It was indeed a pleasure to see at least one contest that could be solved along purely mathematical lines.

Your solution, while essentially correct, did overlook one possibility; namely, that one of the Russian cavalry units can move to square V-5 and close-assault the German units on V-5. Instead of a Russian success probability of 1/36 (2.78%) as you stated, the actual RSP with your attack plan becomes:

$$(1/6 \times 3/6)\ (2/6 + 2/6 \times 5/6) = 1/12 \times 11/18 = 11/216 \text{ or } 5.1\%$$

Close Assault
Success Probability

Though even a 5.1% RSP is very good, there is a slightly different attack plan which guarantees an even better result. The German units should still occupy the same squares as in your original solution (unit 113 is on V-6, not V-5: printing error), but the Russian units, 934 and 935 should *not* be attacked in a combination attack at 3:1 odds. Instead, German unit 41 can hit 934 at 4:1 odds (guaranteeing its elimination), unit 22 can hit 935 at 1:1 odds, and units 121 and 185 can CAT attack 935 again at 1:1 odds. This results in a RSP as follows:

$$\frac{1/2 \times 1/3}{} \times \frac{1/3 \times 1/3}{} = 1/54 \text{ or } 1.85\%$$

Possibility of   Possibility of Russian
935 surviving   attacks (935 + CAT 302) succeeding

Well, keep at it; perfection is just around the corner.

Riley R. Geary
Temple City, California

We may not always be 100% correct, but we do try harder – to upgrade the quality of the contests. When they become more interesting, they become more complicated, hence more room for error. But we do appreciate the compliments. –AH–

Gentlemen:

A suggestion to your fans who play Panzerblitz, an emotionally satisfying game. A trip to a stationary shop and an investment of about 30 cents will provide the player with red transparent 'Bingo chips', (Ask for the place with fire from the 88's on your Jagdpanzers if you are not served.) These red chips fit nicely on top of the enlarged counters. During play after you have 'fired' a piece, place one of the red chips on top of the fired piece to indicate that it may not be moved again during that turn. Since the chips are transparent you will be able to recognize your own units underneath them. After an opponent's target piece has received a result of D (or DD) invert his piece and again place a red chip on top of the inverted piece. After you have fired and moved, remove all chips from your pieces, including those which were placed on your pieces by fire from your opponent. Remember, you may not invert a dispersed piece in the turn in which you have removed a chip from on top of it. In the event that an inverted piece receives fire and a result of D (not DD where it would be removed) a chip is placed back on top of the piece, thereby denying its use for another turn.

The advantages of this system are that you can easily keep track of fired and dispersed pieces and can keep a piece pinned down by fire.

John Jacobson
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Brooklyn, N.Y. 11236

Sirs:

The Central Ohio Wargaming Association will hold its third annual summer convention. The purpose of this letter is to be sure to get mass exposure. The date is tentatively set on July 10, however the convention will be July or August. For more definite details which will be concrete by the time this notice would appear in your notices, a stamped S.A.E. should be sent to me. We'll be featuring AH and S&T board games, game design, Naval – Napoleonic-WWII – American Civil War Miniatures, and just about anything else that turns up. Thank you for any assistance.

Mr. Donald Wolff
1209 Huntly Drive
Columbus, Ohio 43221

Dear Sir:

Please find enclosed the Avalon Hill "Club Registration" organized for the Boys of the Salvation Army Boys Home, Kingsland Road, Bexley North, in the state of New South Wales, Australia. Bexley North is a suburb of Sydney.

As we have the facilities at the home for large groups, we are hoping that we will be able to encourage the establishment of other groups in the Sydney area utilizing our facilities for tournaments, etc.

Our newsletter, *Blood and Fire*, is not as sanguine a title as might appear at first. Blood and Fire is the Salvation Army's motto — the Blood of Christ = Blood; the Fire of faith = Fire; therefore Blood and Fire.

We have thirty-two members divided into three divisions, Primary — for primary school boys, High School and Adult (three adults at present). Until the boys become better organized, I will act as president; the rank used is a Salvation Army rank, not a club one. I am one of the "Boys Officer", an adult on the staff of the home.

Wishing you all the best,
Bud Cole
Color Sgt,

Contest No. 44

This month's contest finds Rommel outside of the Tobruch defenses on his second May Turn. All units are shown except:

German: 15th Panzer division at Msus, Rommel Unit at German Home Base.

British: Supply Unit No. 2 at British Home Base.

Your objective as the German commander is to initiate an attack plan that will enable you to capture Tobruk before the arrival of the British June reinforcements. Combat and movement are limited to whole squares shown in the diagram above.

Simply put the units' combat-movement factors in the desired locations and write the battle odds and attack order in the accompanying chart.

IMPORTANT: Circle all units that you wish to advance after combat. Indicate units that do not move by drawing an "X" over them. Contest deadline is August 15, 1971.
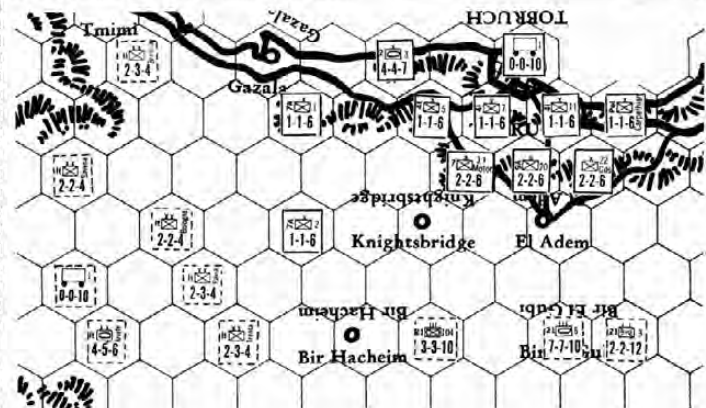
Combat Chart		
defender	odds	order
4I/5		
4I/7		
4I/11		
2/3		
7A/1		
7A/2		
7/3L Mot.		
9A/20		
22/Gds.		
Pol./Carp.		

Headlines of 3 Best Articles:

_____

_____

_____

Name _____

Street Address _____

City _____

State _____ Zip _____

The Question Box

LUFTWAFFE

Q. According to the STRATEGIC TARGET OIL VARIATION rule, the German player has oil problems 2 out of 3 times or 4 out of 5 times. Because the allies were unsure of the success of any of the Strategic targets, wouldn't it have been more realistic to reverse the wording of this rule?
A. Yes. We intended for the German player to have his oil supply secured the majority of the times and misworded our instructions. The drawing of the OIL counter should mean he has an OIL shortage.

Q. When a bombing raid destroys a city which has a base in the same square, are both of them eliminated?
A. No. The city and all industries within it are destroyed, but the base is a separate target and cannot be destroyed unless a specific mission had been designated to destroy the base.

Q. If a base is destroyed during the play of a Tournament or Advanced game, how long does it remain out of action?
A. Only for the remainder of that quarter.

Q. If a base is destroyed and it was located in the same square as a city, is the city destroyed also?
A. No.

Q. When bombers and fighters fly over a city with AA, which planes are given up as losses to AA fire?
A. The American player has the option to pick whichever type of Fighter or type of Bomber he wants to be the casualty.

Q. To comply with the DIRECT ROUTE rule, must bombers start from the R line point closest to their respective targets and fly a straight line?
A. No. The bombers may start from any point behind the R line which will permit the majority of them to stay together throughout most of their flight. The number of squares between departure point and target might be one or two more than the shortest route but if it does not cause the bomber going there to stay in the air an extra turn, he may fly the slightly longer route.

Q. When playing OPERATION CUSTER, does the American use all his Tournament game forces or all the Advanced game forces, and are the Black units

on the card used also?
A. The American player uses all Advanced game forces but does not use any black units.

Q. When Jets or rockets attack escorted bombers, can they ignore the escorts and go directly for the bombers?
A. No.

Q. Where do German reinforcements come into play on the board?
A. Any base the German player desires to use providing no base holds more than one unit.

Q. Can close escort fighters fire on attacking fighters during the attacking fighters turn?
A. No.

Q. May missions be aborted at any time?
A. No.

Q. If Shuttle raiders are shot down while operating out of Russia as their home base, is the right to shuttle lost?
A. No.

Q. When German fighters attack close escort fighters, do the bombers get to fire on the Germans if no bomber losses are incurred?
A. No.

Q. Does the He 162 have to land on the same base in the same turn it takes off, or can it fly a total of 18 squares?
A. It flies 18 squares and may land at any He 162 or Me 262 base.

Q. If 4 RR centers survive, how often can they be used to bring in RR units?
A. Only once.

Q. Does AA fire on planes passing over or stopping on a city even though they don't bomb?
A. Yes.

PANZERBLITZ

Q. If a fort is occupied, can enemy units travel directly through that square?
A. No. They may move onto the fort in one turn, but they cannot move off until the next turn.

Q. If there are three German units in a fort, can there also be three German units on that fort?
A. Yes. Or two Russian units.

Q. When units enter the game board, may they start on the partial edge squares?
A. Yes.

Q. If the Germans have to get units onto board 2, for example, to satisfy victory conditions, are the units that are on squares that are half on board 2 and half on another board considered on board 2?
A. No.

Q. If a unit moves onto a minefield and survives the "attack," can it attack in that turn?
A. No. On the next turn, it may move, fire, or execute overrun or CAT attacks. It may remain on the minefield without suffering further "attacks."

Q. In Situation No. 5, do all German units have to move off the east side of board 2?
A. No. But before any given unit can count toward the victory conditions, it must leave and stay off for the three complete turns.

Q. May wagons move from a gully to a slope square?
A. Yes. Any unit can always move one square, regardless of movement limits listed on the TEC. Forbidden movements are still forbidden: armor cannot move into swamps.

Q. Are cavalry considered "vehicles" on the TEC?
A. Yes, except that they can pass through green hex sides without cost.

Q. Since units in towns and forts are treated as armor targets, can they be attacked by I units that are two squares away?
A. No.

Q. If two engineer units are adjacent to a minefield, can they "attack" it twice in one turn?
A. Yes.

Q. Can trucks and wagons spot?
A. Yes.

Q. Can a carrier move after it has unloaded if it has MF left?
A. Yes.

Q. If a defending unit gets a DD and then a D in the same turn, is it eliminated?
A. No. Just dispersed.

Q. Can two carriers unload on the same square?
A. Yes.

Q. In Situation No. 9, the card calls for 4 Russian 120mm. Is this correct?
A. No. They should have three.

Q. In Situation No. 12, the card calls for 6 German wagons, but there are only four provided with the game.
A. Use Russian wagons for the other 2.

Q. Can CAT be used against units that are on a minefield?
A. No.

Q. Can you explain "spotting" more?
A. There are four things to keep in mind. First, since firing occurs prior to movement, a spotting unit must be in place at the beginning of a turn. It cannot move into position and spot for firing in the same turn. Second, even after a unit is spotted, the firing unit must still have a clear line-of-fire to the target (unless the optional Indirect Fire rule is being used). Third, if the spotting unit moves away, fire may no longer be directed at units that were previously spotted. Fourth, if you are using the Indirect Fire rule, the CP must be able to "see" the spotting unit.

Q. If armor is carrying units, which are attacked and dispersed, what happens?
A. The armor may carry them along on the next turn, but the dispersed units cannot unload.

Q. In Situation No. 8 it states that CP's may only spot for 120mm mortars (with 4 hexes). Does this refer to the enemy within 4 squares of the 120mm mortars?
A. The CP's must be within 4 squares of the 120's to spot.

Q. Can overrun attacks be conducted on a unit on a stream ford?
A. Yes, a stream ford is considered a plain square.

D-DAY questions and answers to date:

Q. May Allied units move beyond the 17-square supply limit?
A. Never, except for paratroop units, which are then isolated.

Q. Can isolated paratroop units "jump"?
A. No. They must be supplied first.

Q. Can paratroop units move before they "jump"?
A. Yes.

Q. May paratroop units land on the dyke?
A. No.

Q. May units stop on the dyke?
A. Yes.

Q. May the Allies make a SAC attack against units in the ZOC of Allied ground units?
A. No.

Q. May the Allies make only a SAC attack on the first turn and make the troop invasion on some later turn?
A. No. The invasion must come on the first turn.

Q. If ½ of the units on a square are eliminated in a SAC attack, are the remaining units immobilized?
A. No.

Q. What are the corps counters for?
A. Originally they were meant for substitute counters. The substitution did not save time; so the idea was dropped.

Q. Can one friendly unit move into an enemy ZOC (and attack no unit) while a second friendly unit attacks the enemy unit?
A. No. All units in enemy ZOC MUST attack some enemy unit.

Q. May a unit in a surrounded fortress move one square out of the fortress into a vacant square and then attack only the enemy units it is adjacent to?
A. Yes.

Q. If the first Allied invasion is a failure, do the German units move in the intervening weeks before the second invasion?
A. Yes. If the Germans pushed the Allies off the continent in the third week, for instance, they could move their units five times. The Allies could, of course, make a SAC attack at the end of any of the five moves.

Infiltrators Report

PANZERFAUST Magazine claims that Stalingrad remains "the top interest-keeper among the hard core game fanatics." As such they plan to publish a special Stalingrad Strategy Booklet that will feature the best articles of all time on the subject. Only the "classic" articles will be included. The General is honored to be asked to contribute some of the classics that date back to the very first volume. The booklet will be approximately 50-75 pages upon completion; inquiries should be made to their staff at 124 Warren Street, Sayre, Penna. 18840 . . . . . .

TIME GROWS NEAR for the IFW's 4th Annual Lake Geneva Convention, which is going to be held August 21 and 22 at Lake Geneva. Much of the convention activities are centered around the armored fighting vehicle in miniatures matches and board games. Also, displays and dioramas of AFV's will be judged, with the best models receiving an inscribed trophy. Pre-registration is advised if you plan to attend. Write Len Lakofka, 1806 N. Richmond St., Chicago, Ill. 60647 (312) 342-6857.

A NEW PUBLICATION for miniatures buffs, The Wargamer, is available at 2717 Elnora St., Wheaton, Md. 20902. Published six times a year, subscriptions are a very reasonable $3. Also in our mailbox this month was an issue of AFV-G2, a monthly magazine for armor enthusiasts. This publication covers AFV's for modelers, historians, and wargamers. Rates are $5.00 a year from AFV-G2, P.O. Box 293, La Puenta, Cal. 91747.

The SICL will be throwing the "largest wargame tournament in the history of the hobby." The total prize list will be in the $600.00+ area, with 23 total prizes. First prize is $150.00+ trophy +medal. The entry fee is $5.00 for SICL members, $10.00 for non-members. Also, any non-SICL contestant who enters the tourney will receive a FREE SICL membership upon request. Registration deadline is November 30, 1971. Send all enquiries and fees to: Spartan International, Inc., 5820 John Ave., Long Beach, Calif. 90805.

NEBULA 19, a simulation of interstellar warfare, is being published in a limited edition by Harry Mishler. Billed as a playable game for wargamers-cum-science fiction buffs, it features simultaneous 3-d movement, no luck factors, and professionally printed game components. It is available, for $3.50, at Mr. Mishler's Box 2626, La Mesa, Calif.

TENSION mounts during the Final Round match between AH's Randy Reed (left) and IGB's Dave Roberts (right). The SICL was sponsor of the tourney held on board the U.S.S. Massachusetts, Fall River, Mass.

SPARTA'S East Coast Convention, held June 5-6, attracted a crowd of over 150 for the two day event. The unusual location of the activities (the battleship USS Massachusetts) created much "flavor" and nostalgia. The activities and gaming tournaments generated a great deal of curiosity and interest among the large tourist crowd visiting the ship. Tension ran especially high during the playoff rounds of the Avalon Hill tourney as illustrated in the above picture. The photo captures the moment of victory for Dave Roberts (right), the eventual tourney winner, over AH's agonized convention representative (left). Sorry AH, no trophy to put next to the baseball awards in the office trophy case.

While on the subject, the SICL's Fourth Annual West Coast Convention is being held this year at Curry Village in majestic Yosemite National Park. The activities planned will take place Sunday and Labor Day, Sept. 5 and 6. "Yosemite Con is not only a wargaming convention, but a vacation to be enjoyed" writes Con chairman Dan Hoffbauer. For more information, address all inquiries to Dan at 4749 Denny Ave., North Hollywood, Calif. 91602.

OF THE ENTRANTS IN CONTEST NO. 43 these ten individuals were deemed most correct by our contest staff: Jack Donovan, Dolton, Ill.; Peter Duke, Woodland Hills, Calif.; Hank Helley, Tucson, Ariz.; Peter Lewis, San Francisco, Calif.; L.R. McAneny, Silver Spring, Md.; Mike Marshall, Mobile, Ala.; Keith Sasaki, East L.A., Calif.; Alan Scholz, Belleair Shores, Fla.; Tim Tilson, Sault Ste. Marie, Mich.; and Chris Vestuto, Thousand Oaks, Calif.

THE FIVE BEST ARTICLES in last issue were: *Panzerblitz Situation 13*, by Tom Oleson; *Exploiting the Initiative in Bulge*, by Don Lowry; *Random Thoughts. . . ,* by Len Lakofka; *Gettysburg, What Price Victory?*, by Alan Augenbraun; and Daniel Lee's *Anzio I — Defense Plan Alpha.* Congrats and a toot on the old bugle to these gentlemen.

CONTEST NO. 43 was, more than anything else, a demonstration of one of the cardinal axioms of Avalon Hill gaming: KNOW YOUR RULES!

If you are knowledgeable with the rules to *Waterloo* it would have been immediately apparent that both Brause and Langen are not, as it first appears, doubled. That being the case, it becomes an elementary problem of arranging two 3-1's and a soak-off.

These divisions are not doubled because of two different, albeit obscure, rules. In Brause's case, this division is not doubled because a river square is defined as a square "through which a river line crosses any *two* sides of the hexagon." Langen is not doubled because it, like its attackers, is also resting on a river square. What seems to be a very strong defensive line is in fact an illusion.

Therefore, while there was some variation in execution the solution below reflects the best balance between French and PAA losses and a tactically "clean" final disposition.

"Breakout at Genappe"

ODDS CHART	
Unit	Odds
Brause	3-1
Langen	3-1
Stulpnagel	---
Picton	1-7
	soak-off
Steadman	---
Gey	6-1

Average player of college age desiring FTF opponents for Pz. Blitz, Diplomacy, other. John Humphries, 416 Harolds Dr., Huntsville, Ala 35806, 837-4860.

Average player of college age desiring FTF and/or PBM opponents for Blitzkreig and Anzio. Also seek members for the Renegades. Dave Stick, 502 N 51st St No 43, Phoenix, Az 85008, 273-1863

Opponent wanted in each of the following games: Blitzkreig, Anzio, Panzerblitz. Must be reliable and willing to finish the game. Contact Dave Stick, 4308 N 66th St No. 2, Scottsdale, Az 85251

Average player of high school age desiring FTF opponents for Panzerblitz, Jutland, Battle of Bulge. David Shepherd, 318 West 17th St., Pine Bluff, Arkansas 71601, 535-3114.

Anyone want to play a kangaroo? Transplanted American wants PBM opponents for S-Grad, Bulge & Wloo. Dennis Brackman, 920/22 Dorris St., N. Sydney, NSW, Australia

Novice player desiring PBM opponents for Bulge, D-Day, Blitz. Malcolm Phillips, 44 Winnam St., Stafford Brisbane, Queensland, Australia.

Novice player desiring PBM opponents for Luftwaffe, Blitzk., Pz.Blitz. Does not own any PBM kits. Will join any clubs. Gary Grigsby, 6259 Loren, San Diego, Calif. 92115

Average player of high school age desiring FTF and/or PBM opponents for Stalingrad. Will trade games. Michael Jackson, 11 Wandel Dr., Moraga, Calif 94556, (415) 376-3491

FTF opponents desired for Waterloo, D-Day, Bulge and Blitzkreig in Orange County, Long Beach area. Gordon Fugue, 16802 Botero Lane, Huntington Beach, Calif 92649, 846-1481

Average player of college age desiring FTF and PBM opponents for Panzerblitz, Stalingrad, Anzio, 1914, Diplomacy. Will trade or sell games. Riley R. Geary, 6202 N. Ivar, Temple City, Calif 91780, 287-5194.

Average player of high school age desiring FTF opponents for 1914, Pz.Blitz, Anzio, Bulge, Jutland, Guad, W-Loo. Instituting a club in this area. Will trade or sell games. Tom Jones, 530 Howe Pl., Escondido, Calif 92025, 745-5923.

Average player of college age desiring FTF opponents for PB, G-Canal, Bulge. David Gruenbaum, No. 8, 1564 Mission, Escondido, Calif 92025, 747-2849. July 15-31, at CANG Summer Camp.

Average player of high school age desiring FTF and/or PBM opponents for 1914, Blitzkreig, Harry Tolen, 2343 Chula Vista St., Chula Vista, Calif 92010, 420-5867

Average player of adult age desiring FTF opponents for Waterloo, Stalingrad, Anzio, Luftwaffe, AK. Charles R. Rinehart, 278 27th Ave. No. 303, San Francisco, Calif 94121, 751-9964.

Novice player of grade school age desiring PBM opponents for Kriegspiel. David Menconi, 1411 Gary Way, Carmichael, Calif 95608, 483-7503.

Novice player of college age desiring PBM opponents for Waterloo. Ronald Woo, 3233 Clement St. San Francisco, Ca. 94121, 221-1966.

Average player of high school age desiring FTF opponents for any game. Also seek members for Prussian Guard. Will sell games. John Mensinger, 1320 Magnolia Ave., Modesto, Ca. 95350, 572-4747

Average player of high school age desiring FTF opponents for all war games, except U-Boat. Jim Vavrus, San Benito Dr., Walnut Creek, Calif 94548, 934-1231

Will trade or sell games. Vincent Warther, 2422 Park Place, Evanston, Ill. 60201, 475-0575.

Average player of adult age desiring FTF opponents for Lensman. Also seek members for Spartan Space Society, SICL. Will trade or sell games. Mark S. Boyce, 1806-J Sumac Lane, Anaheim, Calif 92804, 535-6590

Average player of college age desiring FTF opponents for all AH, some S&T games soon. Also seek members for transplanted club in North & West Hollywood, L.A. area. Will trade games. Bruce Webb, 3635 Laurel Cyn. Blvd No. 18, North Hollywood, Calif 91607, 213-762-7266.

Average player of high school age desiring PBM opponents for Blitzkreig. Also seek members for TSAC (Tokyo Strategical Army Command). Will buy overall games. Gerald Ross, HQ 5 AF, Box 3606, APO San Francisco, Calif. 96525.

Novice player of adult age desiring FTF and/or PBM opponents for any AH wargames. Michael D. Henry, 13607 Osborne, Arleta, Ca. 91331, 213-899-0359.

For sale Old Generals — 1965 thru 1969, 19 discount coupons $3, S&T — Jan. 67 thru Oct. 69, AH games 54 and 55 Inquiries to Bruce Sullivan, 5002 Loch Lomond, Houston, Texas 77035.

Will sell all games. (cheap) Craig Ashby, 19465 Vintage St., North Ridge, Calif 91324.

Average player of adult age desiring PBM opponents for Waterloo. (I am French.) Also seek information on clubs. James Lawrence, 5305½ Carson St. Long Beach, Calif 90808, 429-5780.

Average player of high school age desiring FTF opponents for all AH wargames. Also seek members for Peninsula Strategic Games Club. Ernest Svacek, 213 Laine, Monterey, Calif. 93940, 375-8290.

Average player of college age desiring PBM opponents for Bulge, Afrika Korps, Waterloo. Mark McKibben, 11418 Woodley Ave. Granada Hills, Calif 91344, (213) 365-6471.

Average player of high school age desiring FTF and/or PBM opponents for Blitz, D-Day, Bulge. Also seek membership in a club. John Cave, Westminster St., Westminster, Calif. 92683, 531-0122.

Will trade or sell games. Ken Coates, 1827 Arlington, El Cerrito, Calif 94530, 235-0490

Average player of high school age desiring FTF opponents for all AH games, except Waterloo. Also seek members for 101st Airborne. Will trade or buy games. Dennis Allman, 5284 Chancellery, Pleasanton, Calif 94566, 846-3166.

Will trade or sell games. William Groover, 6343 Lincoln Ave. E-1, Cypress, Calif 90630, 821-5158.

Player of college age desiring PBM opponents for Anzio, AK, 1914, Bulge. Robert Wen, 3391 Yucca Ave., San Diego, Calif 92117, 273-0509

Average player of adult age desiring FTF opponents for AH Land, Strag, I & S&T Mag. games. Don Horton, 16 Jordan Ct., Sacramento, Calif 95826, 383-4848.

Expert player of high school age desiring FTF opponents for most AH games. Roger Whitney, 6442 N. Palm St., Fresno, Calif 93704, 439-6721

Organizing wargame group in No., Calif. Both board and table-top gamers welcome. Contact Pat Bauman, 1139 Queens Ave., Yuba City, Calif 95991, or call (916) 742-3960.

Average player of college age desiring PBM opponents for Anzio, Panzerblitz, Bulge, Waterloo. Mike Loomis, 3127 Midway Dr., Santa Rosa,

Calif 95405, 545-7335

Average player of adult age desiring FTF opponents for Football Strategy. Also seek members for Oops. Football League. Will trade or sell games. Jim Reilly, 200 W Malway St. No. 134, Anaheim, Ca. 92805, 776-4166

Novice player of adult age desiring FTF and/or PBM opponents for Waterloo, Blitzkrieg. Will trade or sell games. Douglas A. Nelson, R.R. 2, High River, Alberta, Canada, 652-7103

PBM Bulge, S-Grad, Anzio Game III or Mini game (either in sell), FTF in Toronto area, any AH game including Battle of Britain and S&T test series. Ian Miller, 114 Beechwood St. Willowdale, Ontario, Canada.

University-age FTF opponents wanted for AH land games, also Diplomacy Transportation an asset. Anyone for small club here? Contact Mike Saunders, 522 Batiurst St. Toronto 179, Canada, 929-0964 or 964-6970.

Average player of high school age desiring PBM opponents for Blitz, P-Blitz, Elem Cobb. 51 Fern Hollow Dr., Granby, Conn 06035, 653-3361

Average player of adult age desiring FTF opponents for Kriegspiel, Bismarck, Stock Market. Will trade or sell games. Lee Martin, 8 Pearce Court, New Britain, Conn 06051, 224-9015.

Novice player of college age desiring FTF opponents for AK, Battle of Britain, Tactics II. Also seek to join local club. Joseph Fish, 70 Georgetown Rd., Bristol, Conn. 06010, 582-8819

Average player of high school age desiring PBM opponents for Tactics II, Blitzkrieg, AK. Also seek members for Reichsgrenaderdivision Hoch und Deutschmeister Neil Kingsley, 135 Jonathan Rd., New Canaan, Conn 06840, 966-8342

Average player of college age desiring PBM opponents for Kriegspiel. Will sell games. Vince Mecoini, 714 Woodsdale Rd., Wilmington, Delaware 19809, 762-3468.

Average player of college age desiring FTF opponents for all AH, TSG, and S&T. Also seek 71-72 U of Florida students. William Childers, 13470 S W 67 Ave., Miami, Fla 33156, 238-0665

Novice player of high school age desiring FTF opponents for all AH games. Will trade or sell games. Rom Smay, 6096 43 Ave. N., St. Petersburg, Fla 33709, 546-2804

Average player of college age desiring FTF and/or PBM opponents for Tactics II, Blitzkrieg, Diplomacy, most others. Also seek members for an Atlanta Club. Charles Van Housa Jr., 832 Oakdale Rd. Atlanta, Ga. 30307, (404) 378-0376.

Average player of high school age desiring FTF and/or PBM opponents for B-Krieg, Bulge, Anzio, etc. Also seek members for Fintcati Battalion. Will trade or sell games. Mike Scott, 140 Cherokee Place, Cedartown, Ga 30135, 748-5603.

Need experienced PBM for P-Blitz, K-Spiel, AK, S-Grad. Also want back issues AFV-G2. Can't quit mid-game. David Ruepp, 2739 Riviera Court, Decatur, Ga. 30033.

Average player of college age desiring FTF opponents for AH, S&T, 3M games. Jim Grisett, 1646 Clark St., Honolulu, Hawaii 96822, 941-2125

Average player of high school age desiring FTF opponents for AH and Computer Wargames. Also seek members for IFW Will trade or sell games. Jeff Nelson, 1636 Garnty St., Nampa, Idaho 83651, 466-4606.

Will trade or sell games. Tom Stockfisch, 2121 Birch Lane, Park Ridge, Ill 60068, 693-3463.

Average player of high school age desiring PBM opponents for Tactics II, Guad, AK Chuck Lamphere, 2130 N. Lincoln St., Park W., Chicago, Ill. 60614.

Average player of high school age desiring PBM opponents for Anzio, Midway, Jutland, 1914, Frank Farrell, 718 Highland St., Oak Park, Ill. 60304, 848-4916.

Wanted — New or used Confrontation in good condition. Will discuss price. Subscribe to Europe '44 — best World War II special interest magazine going! Kevin Slimak, 3 Primrose Lane, Fairview Hgts., Ill. 62208.

Novice player of adult age desiring PBM opponents for Tactics I, Mob Strategy, Football, Chess, Ploy Fendai, Guad, Breakthru. Will trade or sell games. Lane G. Marinello, Box 311, Hinckley, Ill. 60520, (815) 286-7412

Average player of high school age desiring FTF opponents for Panzerblitz, Midway, Stalingrad. Also seek members for forming a club or joining one. Joe Lupit, 1112 Loyola, Chicago, Ill. 60626, 973-1796.

Average player of college age desiring FTF and/or PBM opponents for Blitz and Luftwaffe or yours. Fred Meccia, 9230 Ewing St., Evanston, Ill. 60203, 679-4917

Novice player of college age desiring PBM opponents for Battle of Britain, S-Grad, Kursk, and Strategy I (S&T), either side in all. Stephen Virostek, 5136 S. New England Ave., Chicago, Ill. 60638.

Novice high school age desiring PBM opponents for D-Day, Panzerblitz. Will trade or sell games. Kevin Johnson, 4928 W Armitage St., Chicago, Ill. 60639, 637-8089

Average player of high school age desiring FTF opponents for boardgames. Louis Bergeron, 208 W Michigan St., Urbana, Ill. 61801, 367-7266.

Will trade or sell games. Douglas Schandelmeier, 717 River Pk. Dr., Loves Park, Ill. 61111, 633-8429.

Average player of college age desiring FTF opponents for AH games. Also seek members for IFW Richard Locke, 2232 Wesley St., Evanston, Ill. 60201, 869-0035.

Average player of high school age desiring FTF and/or PBM opponents for S-Grad, PzBlitz, AK II, Mini's. Also seek members for Fuehrer Grenadier Brigade. Will sell games. Mike Kelly, 140 Ensenada St., Carpentersville, Ill. 60110, 428-2187

Average player of high school age desiring PBM opponents for Anzio, Guadalcanal, S&T games. P-Blitz 6, 4, 7, 9, 12. Jonathan Brezon, 120 Augusta St., Oak Park, Ill. 60302, 848-0894.

Novice player of high school age desiring FTF opponents for Guadalcanal, Bulge, P-Blitz. Will trade or sell games. Steve Peterson, 229 Lawndale Ave., Wilmette, Ill. 60091, 251-7866.

Average player of high school age desiring FTF opponents for AK, B-Kring, Luwaffe, P-Blitz, Jutland. Also seek members for Jagdpanzer Eric Brewer, 4043 Morningside St., Bloomington, Ind. 47401, 332-6561

Average player of college age desiring FTF opponents for AK, Bulge, Guad, Blitz, L-waffe. Louis R. Coatney, 3806 45th St. C., Rock Island, Ill. 61201, 786-2209.

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Kelly, 140 Ensenada St., Carpentersville, Ill 60110.

Novice player of adult age desiring PBM opponents for Waterloo. Paul Pawlak, 229 S. Hale Ave., Addison, Ill. 60101

Average player of high school age desiring FTF opponents for Panzerblitz, Kursk, Miniatures. Also seek members for Springfield Tactical Society. Doug Cragoe, 2 Linden Lane, Springfield, Ill. 62707, 529-4849

Average player of college age desiring FTF opponents for Panzerblitz, S-Grad, D-Day, Bulge. Charles Holliker, 3312 Stoneycrest St., Bloomington, Ind 47401, 339-0933

Novice wishes PBM S-Grad. Will learn others. Either side. All replies promptly answered. Faril Ward, R R 2, Twin Manors Apt 33, Lebanon, Ind 46052.

Average player of high school age desiring FTF opponents for AK, Bulge, B-Krieg. M L Murnow, Ill. 902 Beeri Cabel Rd., Washington, Ind. 47501, (812) 254-1135

Expert player of high school age desiring FTF and/or PBM opponents for all wargames. Also seek members for Beverly Shores Game Club. David Kuziz, Box 225, Beverly Shore, Ind. 46301, 872-1060.

Seek members for International Federation of Wargaming. John D Wilcox, R R 4 Box 177, Boone, Iowa 50036, 515-432-2637

Average player of high school age desiring FTF opponents for P-Blitz, Tac II, S-Grad. Greg Degi, 32-A Sheridan Ave., Fort Riley, Kansas 66442.

Expert player of college age desiring FTF opponents for Bulge, Anzio, P-Blitz, Getty, D-Day, 1914, Mid, Bis, Blitz, S-Grad, L-Waffe. Also seek members for German Chieftmain, 2833 Euclid St., Wichita, Kansas 67217, 943-0395

Average player of high school age desiring FTF opponents for AH games. Charlie Hogue, 3646 Somerset St., New Orleans, La. 70114, 367-1350.

Expert player of adult age desiring FTF opponents for all AH and S&T games. Also seek members for New Orleans Wargamers. Richard Cuccia, 5736 Alfred St., New Orleans, La. 70122, 288-1837.

PBM chess. Also want to know if there are any wargamers in Millinocket, Maine area. Very desperate for any info. on space wargames. No letters unanswered. Earl Wright, 49 Michigan St., Millinocket, Maine 04462.

Interest Group Baltimore Informal activities happening all summer Call 256-5565 for review service. Drop post card for mailing list Open house in late August. IGB 4118 Glen Park Rd., Balto. Md. 21236

Novice player desiring PBM opponents for AK, Bulge. Will trade or sell games. John Holman, 11807 Enid Dr., Potomac, Md. 20854, 299-9289

Novice player of high school age desiring FTF opponents for Blitzkrieg, 1914 (standard). Will trade games. Alan Hayes, 606 Irene Ave., Salisbury, Md. 21801, 749-7484.

Average player, 12 yrs. old, desiring PBM opponents for Kriegspiel. Will sell games. Eric A Hanson, 6712 Montrose Rd., Rockville, Md. 20852, 881-0129

Average player of adult age desiring PBM opponents for AK, Anzio, Bulge, Bismarck, D-Day, Diplomacy, K-Spiel, Midway, S-Grad, C&O/B&O, Stock Market. Robert M. Mekndez, 1865-D Reece Rd., Fort Meade, Md. 20755, 676-2392.

Average player of college age desiring FTF opponents for Bulge, AK, S-Grad, 1914, Anzio. Edward N Patrick, Jr., 5 Nash Rd., W Acton, Mass. 01720, 263-3896

Average player of high school age desiring FTF and/or PBM opponents for 1914, W-Loo, Bulge, PzBlitz, Jutland. John Healey, 17 Pine Rd., Peabody, Mass. 01960, 531-3537

Average player of college age desiring FTF and/or PBM opponents for AK, Bismarck, Goeben, 1914. Will trade or sell games. Kenneth Hoffman, 266 Carroll St., New Bedford, Mass 02740, (617) 992-9062

Achtung! D-Day fanatics! For $1, you get a complete OB pamphlet for Allies. Another buck for German OB. Contains notes, dozens of new units, much more. Six pages, each $1. Kane, New Braintree, Mass. 01531

Novice player of college age desiring FTF and PBM opponents for Kriegspiel, FTF Waterloo. Luftwaffe Richard Shaw, 15 Heather Dr., Norwood, Mass. 02062, 762-6749

Average player of high school age desiring FTF and/or PBM opponents for Gettysburg, S-Grad, W-Loo. Will trade games Vincent Satkowski, 16 Parkview Terrace, Huntington, N.Y 11743, (516) HA-7-6225.

Average player of college age desiring FTF and/or PBM opponents for S-Grad, Bulge, AK, Panzer-B, D-Day, Jutland. Eric Borg, 20 Beverly Lane, N. Syracuse, N Y 14212, (315) 457-8127

Novice player of high school age desiring PBM opponents for any game. Will trade or sell games. Tom Spirito, 77-14 25th Ave., Jackson Hgts., N Y 11370.

Novice player of high school age desiring PBM opponents for Bulge, S-Grad, AK, D-Day, 3-D chess. William Kunze, 28 Independence Ave., North Babylon, N Y 11702.

Novice player of grammer school age desiring FTF opponents for Midway, Waterloo, Guad, D-Day Gary Kutmis, 60 Townsend St., Rochester, N Y 14621, 467-4895.

Wanted Info. on non-AH games and other wargaming and military and miniature magazines. Gerard Calundann, 22 W Market St., Mercer, Pa. 16137, (413) 662-5479

For future reference Jim Venn, 54 Normal Ave., Buffalo, N Y 14201, 882-4028, would like AK variants. Also, C-ville, Shiloh, Civil War mfs. please reply Game designer needed.

Semi-experienced player of high school age desiring FTF opponents in Utica area. Also request info. on non-AH wargames. No grids in S-Grad. Could somebody help me? Chris Ruhm, 100 Emerson Ave., Utica, N Y 13501.

Info. wanted on wargame clubs in New York City area. Am looking for sale of Vietnam. Will buy only games in good condition or with all parts Bruce Evans, 109-10 Jamaica, N.Y 11433, 526-0218.

Average player of adult age desiring FTF and/or PBM opponents for D-Day, S-Grad, S&T Will sell games. James Venn, 54 Normal St., Buffalo, N Y 14201, 882-4028.

Average player of college age desiring PBM opponents for B-Krieg, P-Blitz, Bulge, W-Loo Will trade or sell games. Dan Suttphen, 85 Camp St., Jamestown, N.Y 14701

Average player of high school age desiring FTF opponents for C-Burg, K-Spiel. Also seek members for The Hosts of Heaven. Daniel Golding, 1204 East End Ave., Pittsburgh, Pa. 15218, 412-731-7932

Adult any player desiring PBM opponents for D-Day, Bulge, AK. S-Grad, Fran Maier, 218 E. 81st St., Apt. 3C,

Average player of high school age desiring PBM opponents for Stalingrad. Will trade or sell games. Douglas Nelson, 3001 Hampshire Ave. N., Minneapolis, Minn 55427

Average player of college age desiring PBM opponents for Nuclear Destruction & AK. Will trade or sell games. Ray Bowers, Jr., 612 Moore St., Festus, Mo. 63028, 314-937-7806.

Average player of adult age desiring PBM opponents for Panzerblitz Terry A Williams, 306 Wall St., Wentzville, Missouri, 63385.

Will trade or sell games. Carrick Davidson, 116 East Maple St., West Plains, Missouri 65775, 256-2565

Average player of high school age desiring FTF and/or PBM opponents for Blitzkreig, Waterloo, Anzio III Les Lightstone, 16091 Harden Circle, Southfield, Mich 48075, 557-4898.

Average player of college age desiring FTF and/or PBM opponents for B-Krieg, K-Spiel, P-Blitz, C-Burg, D-Day, 1914, AK, W-Loo. Jutland Michael Quin, Box 1087, Minneapolis, Mn. 55440, 338-1862.

Average player of high school age desiring FTF and/or PBM opponents for most games. Also seek members for 31st Panzer Division Peter Johnson, Box 267, Britt, Minn. 55710, 749-1062

Expert player of adult age desiring PBM opponents for Cobra Wargaming. Chris McConnell, 74 Eldred Ave., Bedford, Ohio 44141

Average player of college age desiring FTF opponents for Moscow II, Inter-Nat Sim. Also seek members for Eastfront. Thomas Sweeney, Jr., 5507 Orchard Ave., Parma, Ohio 44129, 884-0594.

Average player of college age desiring FTF and/or PBM opponents for S-Grad, Bulge, P-Blitz, AK, D-Day, Blitz, Bill Dick, 8194 Crystal Creek Rd., Northfield, Ohio 44067, 467-7820.

Average player of high school age desiring FTF opponents for all AH games, except Guadalcanal. Also seek members for informal wargaming group. Tad Holtsinger, 13993 Sweetbriar Lane, Novelty, Ohio 44072

Average player of high school age desiring PBM opponents for S-Grad, AK, Blitz, P-Blitz. Also seek members for Cobra Wargaming Club, Robert Novak, So. Belvoir, University Hgts., Ohio 44118

Novice player of high school age desiring FTF opponents. James Gray, 5 Manor Ave., Parma, N J 07029, (201) 483-6465.

Novice player of college age desiring FTF and/or PBM opponents for AK, S-Grad, Blitz, Also seek members for Texas Wargamers Association. Guy Hall, 1516 Clark St., Laredo, Tex 78040, 723-2263

Will gladly PBM Anzio, K-Spiel (I & II), Shogi, Diplomacy Also FTF all of the above plus whatever someone is willing to teach me. Randy Clark, 5006 Dierker Rd., Apt. 41, Columbus, Ohio 43220, 451-8832.

Looking for intelligent FTF opponents in Toledo area. We have a small club in Toledo, and we are interested in having more members. You can have anything, but a game. Dave Borden, 4831 Eastwick Dr., Toledo, Ohio 43614, 893-0503

Expert player of college age desiring PBM opponents for Afrika Korps, Waterloo. Will trade or sell games. Richard Lambert, 50 E. 17th Ave "A", Columbus, Ohio 43201, (614) 294-3064.

Average player of high school age desiring PBM opponents for Bulge, S-Grad, Blitz, AK Edward Wiest, Box 516, Atlantic Beach, N Y 11509.

Seek to contact Jewish wargamers. Alan Augenbraun, 1755 Ocean Parkway, Brooklyn, N Y 11223, 998-1345

Average player of high school age desiring FTF and/or PBM opponents for 1914, W-Loo, Bulge, P-Blitz, L-Waffe. Also seek members for The Iron Corps. Peter B Zwack, 33 East 70th St., New York, N Y 10021, 628-4514.

Average player of college age desiring PBM opponents for AH, 3M, S&T, chess. Michael Gutierrez, 80-15 41st Ave., Elmhurst, N Y 11373.

Average player of adult age desiring FTF and/or PBM opponents for Bulge S-Grad. John Wening, 1187 Hillside St Apt B-51, Schenectady, N Y 12309, 393-8504

Player of high school age desiring FTF or PBM opponents for Waterloo, Gettysburg (FTF). Kenneth Crowe, II, 37 E. Lyons St., Huntington Sta., N Y 11746, 271-2707.

Novice player of high school age desiring FTF and/or PBM opponents for Gettysburg, S-Grad, W-Loo Will trade games Vincent Satkowski, 16 Parkview Terrace, Huntington, N Y 11743, (516) HA-7-6225.

Average player of college age desiring FTF and/or PBM opponents for S-Grad, Bulge, AK, Panzer-B, D-Day, Jutland. Eric Borg, 20 Beverly Lane, N. Syracuse, N Y 14212, (315) 457-8127

Novice player of high school age desiring PBM opponents for any game. Will trade or sell games. Tom Spirito, 77-14 25th Ave., Jackson Hgts., N Y 11370.

Novice player of high school age desiring PBM opponents for Bulge, S-Grad, AK, D-Day, 3-D chess. William Kunze, 28 Independence Ave., North Babylon, N Y 11702.

Novice player of grammer school age desiring FTF opponents for Midway, Waterloo, Guad, D-Day Gary Kutmis, 60 Townsend St., Rochester, N Y 14621, 467-4895.

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New York, N Y 10028, 744-8227

Novice player of high school age desiring PBM opponents for Bulge. Will trade or sell games. James Youse, Tudor Hill Lab, Bermuda, FPO New York, N Y 09560.

Is there anyone who plays AH at Karamursel? Info. on Diplomacy wanted I will buy used Diplomacy for $15 SP4/Ralph TUSLOG Det 4-4, Box 1031, APO New York, N Y 09324

Average player of adult age desiring PBM opponents for P-Blitz. Frank Paparo, 4343 Barnes Ave., Bronx, N Y 10466.

PBM Anzio II, Blitzkrieg tournament Name your side in either Have PBM kit for Blitzkrieg only Bruce Maston, 72 Adams Pl., Delmar N Y 12054.

Average player of college age desiring FTF opponents for Bulge, D-Day, Anzio. Eric McCluskey, 74 Wicks Ct., Hicksville, N Y 11801, PY-6-8432

Am interested in starting a wargame club in the Raleigh-Durham area. Hope to challenge other clubs to PBM in all AH games. Interested? Bob McCredie, 2700-A Conifer Dr., Raleigh, N C 27606, 828-3785.

Average player of college age desiring PBM opponents for Bismarck. Also seek members for Cobra Wargaming. Chris McConnell, 74 Eldred Ave., Bedford, Ohio 44141

Average player of college age desiring FTF opponents for Moscow II, Inter-Nat Sim. Also seek members for Eastfront. Thomas Sweeney, Jr., 5507 Orchard Ave., Parma, Ohio 44129, 884-0594.

Average player of college age desiring FTF and/or PBM opponents for all AH wargames. Larry Medlin, 8935 Forest Hills, Dallas, Tex. 75218, 321-0594.

Average player of high school age desiring FTF and/or PBM opponents for AK, S-Grad, Blitz. Will trade or sell games. Larry Earhardt, Jr. 8918 Stround St., Houston, Tex 77036, 774-4310.

Average player of college age desiring PBM opponents for D-Day, S-Grad, K-Spiel, Blitz Shayne Gad, 2507 Nashville St., El Paso, Tex 79930.

Average player of college age desiring FTF opponents for 1914, Bulge, Jutland, S-Grad, P-Blitz. David Zimmerman, 6812 Langston Dr., Austin, Tex. 78723, 926-3784.

Novice player of junior high school age desiring FTF opponents for Anzio, Midway, 1914, Blitz, Jutland. Scott Luttrell, 220 Plainview Dr., Hurst, Tex 76053, 817-282-1911.

Novice player of college age desiring FTF and PBM opponents for AK, S-Grad, Blitz. Also seek members for Texas Wargamers Association. Guy Hall, 1516 Clark St., Laredo, Tex 78040, 723-2263

Average player of college age desiring FTF opponents for 32 AH games. Also seek members for 742 Tank Battalion. Robert Olunski, 4545 Sunrise St., Apt. 2, El Paso, Tex. 79904, 751-9443

Will trade or sell games. (a Bulge for a Getty) Phil Powers, 4100 Main St., Portland, Tex 78374, 643-5150.

Expert player of adult age desiring FTF and amateur games. Klaus Tadema, 5100 Beech St., Bellaire, Tex. 77401, 668-3009

Average player of high school age desiring FTF opponents for all strategy games. Also seek members for Washington Chapter of Sparta Ronald Bloch, 6813 Highland St., Springfield, Va. 22150, (703) 451-2723.

Average player of high school age desiring FTF opponents for W-Loo, Bulge, P-Blitz. John W Muhe, 314 Myrtle Lane, Altavista, Va. 24517, 369-4258.

Will trade or sell games. Charles K. Archer, 1211 Marion Ave., McLean, Va. 22101

Expert player of adult age desiring PBM opponents for Bulge Murray A Thompson, 2098 Cunningham Dr., Hampton, Va. 23366, 826-5255.

Average player of high school age desiring FTF opponents for Anzio, Bismarck, W-Loo, AK, Bulge, 1914, D-Day Also seek members for Devil's Brigade. Will trade or sell games. Warren Jervey, 1304 Madison St., Radford, Va. 24141, 639-6447

PBM Blitz to finish. Will play either side and any rules, except nuclear Opponent must keep game moving. Am average player Reply soon Rick Beyer, 1415 Highland Ave., Blacksburg, Va. 24060.

Novice player of high school age desiring FTF opponents for Canal, 1914, Midway, B-B, P-Blitz, etc. Cary D. Rowe, 69 Melrose Ave., Triangle, Va. 22171

Average player of high school age desiring FTF opponents for all games. Will trade or sell games. William Morgan, Independence Blvd., Virginia Beach, Va. 2345, 464-0225.

Average player of adult age desiring PBM opponents for Blitz-Basic, AK. Will trade or sell games. Dick Jarvinen, P O. Box 629, Yorktown, Va. 23490.

Average player of high school age desiring FTF and PBM opponents for Bulge, S-Grad, AK. Also seek members for Western Wargamers. Chris Aldrich, N 13316 Pittsburg St., Spokane, Wash 99218, HU-7-3081.

I am 15. Will PBM AK, S-Grad, Blitz FTF between Yakima and Richland. Have P-Blitz, Jutland, G Burg, Anzio. Would like to join club. What are miniatures? Am inexperienced. Keith Foote, 213 So. 3rd St., Selah, Wash. 98942.

Average player of adult age desiring FTF and/or PBM opponents for K-Spiel. Lauren L. Mehl, 1124 Puget St., Bellingham, Washington 98225, 733-1785.

Average player of adult age desiring FTF opponents for all AH games. Seek to buy Shanghai, China AH's Civil War and Chancellorsville, David Dix, 110 Minien Ave., Oak Hill, W Va. 25901, 465-5462.

Military Science Enthusiast. Wants to join or start game clubs. Will buy second-hand wars. Call me. 321-1667 Mark Ennis, 3459 So 110th St. Apt L-318, West Allis, Wi 53227

Novice player of adult age desiring FTF and/or PBM opponents for Waterloo, Panzerblitz Richard Zahal, 2111 30th St., Kenosha, Wis 53140.

Novice player of high school age desiring FTF and/or PBM opponents for all AH wargames. Tim Chapel, 712 109 S. St., Bellevue, Wash. 9800, GL-4-3509.

Wanted FTF or PBM opponents for Anzio, Blitz, Jutland, P-Blitz, L-Waffe, Midway, Bismarck, Tactics II. Will discuss rules and versions. Am experienced. Dennis Meyer, 1419 S W 160 St., Seattle, Wash. 98116.

D. Meglio, 32 Bartlett St., Cranston, R I 02905, 781-3384

Average player of high school age desiring FTF and/or PBM opponents for AK. Tactics, Bulge, Blitz, P-Blitz, S-Grad, Jut Will trade games. Kenneth Church, 20 Abbottsford St., Providence, R I. 02906, 751-5629

Need Stalingrad (Russian), Blitz (Blue), AK (German) opponent for FTF Also will play P-Blitz, your choice of sides. Am 14 and getting better all the time. John Bauerschmidt 3501 Overcreek Rd., Columbia, S C 29206.

Average player of high school age desiring FTF opponents for AH and S&T games. Also seek members for International Federation of Wargaming. Ronald Lawrence, 1521 Hugh Dr., Morristown, Tenn 37814, (615) 586-8275

Jutland PBM? Either side! Can sell WWI Baltic/Mediterranean games. maps plus all WWI Fleets' hit record sheets. I am looking for Trafalgar and the largest Pacific/Asia map possible Raymond Witmer, Box 183, Peabody College, Nashville, Tenn. 37203.

Novice player of high school age desiring PBM opponents for Panzerblitz. Also seek members for 31st Alliance. Paul Brett, 3219 Niarn St., El Paso, Tex. 79925, 598-2738.

Expert player of high school age desiring PBM opponents for all AH games of war. Philip E. Hernandez, 5444 Wodgmont Circle, Fort Worth, Tex 76133, 272-8374.

Average player of college age desiring FTF and PBM opponents for all AH wargames. Larry Medlin, 8935 Forest Hills, Dallas, Tex. 75218, 321-0594.

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